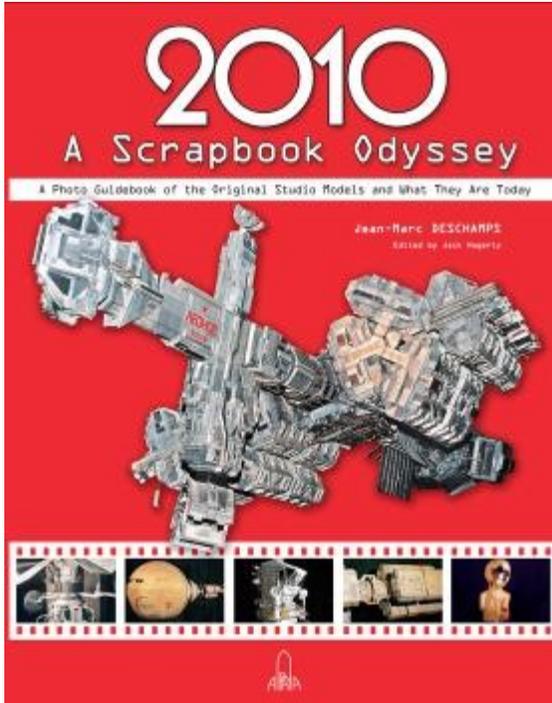


ARA PRESS New Product Announcement!

The elves at ARA Press have been working through the night for months to bring you these great new offerings! Whether you're a static modeler, a model rocketeer or just a fan of sci-fi movies, you'll find something to like in this new, expanded lineup!



2010: A Scrapbook Odyssey

Analysis of the filming models from the film 2010: The Year We Make Contact

by Jean-Marc Deschamps

Edited by Jack Hagerty

Summary:

90 pages on 80# coated stock

9" x 12", Softcover, Perfectbound

Color cover w/ color and B&W illustrations

280 photos and tables

ISBN 978-0-9707604-1-8

\$19.95

Contents:

Chapter 1 – Introduction, a personal Odyssey

Chapter 2 – ЛЕОНОВ СССР (USSR Leonov)

Chapter 3 – Interview with model supervisor Mark Stetson

Chapter 4 – Unmanned Soviet Probe

Chapter 5 – Manned Soviet EVA Pod

Chapter 6 – "Starchild" foam model

Chapter 7 – USS Discovery

Description:

A detailed examination of filming models from the movie *2010: The Year We Make Contact*. Author Jean-Marc Deschamps (who wrote the [Dixième Planète special issue](#) on the movie *2001: A Space Odyssey*) was given access to the models as they were being restored for auction. He took hundreds of photos of them which, when combined with period photos of the movie's production, form a complete record of the models from this film

As a bonus, Jean-Marc secured an interview with lead model maker on the film, Mark Stetson. He also presents a somewhat disturbing glimpse at what remains of the first version of the "Starchild" mannequin (not the one used in filming).



ARA PRESS

785 Jefferson Avenue
Livermore, CA 94550

(925) 455-1143
www.arapress.com

The Spaceship Enthusiast's One-Stop Data Shop!



ARA PRESS New Product Announcement!



Rocket Science By Dave Ketchledge

Summary:

CD book on two discs, PDF Format (text) plus executable files
920 pages
Over 500 photos and diagrams
ISBN 978-0-9707604-6-3
\$38.00

Disc One

- College-level treatment of the engineering principles behind real "Rocket Science"
- Application chapters on Payloads, Telemetry, Radio Control.
- Discussion of many software applications available.
- Design discussion on High Power Hobby Rocketry
- Survey of Regulations and Regulatory Organizations
- Discussion of technologies and projects on the cutting edge including a separate chapter on Reusable Launch Vehicles
- CD "Extras" include image files in their native format and over 1,200 pages of original source documents.

Disc Two – "Orbiter," a full featured flight simulator

Contents:

Chapter 1 Propulsion
Chapter 2 Aerodynamics
Chapter 3 Flight Mechanics
Chapter 4 Guidance Design
Chapter 5 Payloads and Telemetry
Chapter 6 Structural Design
Chapter 7 Radio Control

Chapter 8 Software Applications
Chapter 9 High Power Rocketry Design
Chapter 10 Aerothermodynamics
Chapter 11 Orbital Mechanics
Chapter 12 Organizations and Regulations
Chapter 13 on the Cutting Edge
Chapter 14 Reusable Launch Vehicle Development
Chapter 15 References: Internet Sources and Books

Description:

Lots of books claim to be "rocket science" but this is the real deal. This massive work is the outgrowth of two of David Ketchledge's earlier works, an article on "Vertical Trajectory Systems" in the Tripoli journal, *High Power Rocketry*, and David's earlier book, *The Next Shuttle*.

In its 920 pages, Dave covers vehicle basics (nozzle thermodynamics, aerodynamics, structural strength), performance basics (flight mechanics, orbital mechanics, aerothermodynamics) and applications with an eye to the hobby (HP rocket design, guidance systems, payloads and telemetry, radio control).

He then devotes two chapters to current "cutting edge" vehicle development programs, and the latest research into Reusable Launch Vehicles (RLV). And if that's not enough, there are over 1,000 pages of source reference documents included!

To try your hand at piloting, a full featured flight simulator is included that will let you fly a variety of air and spacecraft on the Earth and around the Solar System.

This work is destined to become the standard reference for professionals and hobbyists alike.



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The Spaceship Enthusiast's One-Stop Data Shop!



ARA PRESS New Product Announcement!

Seize The Sky

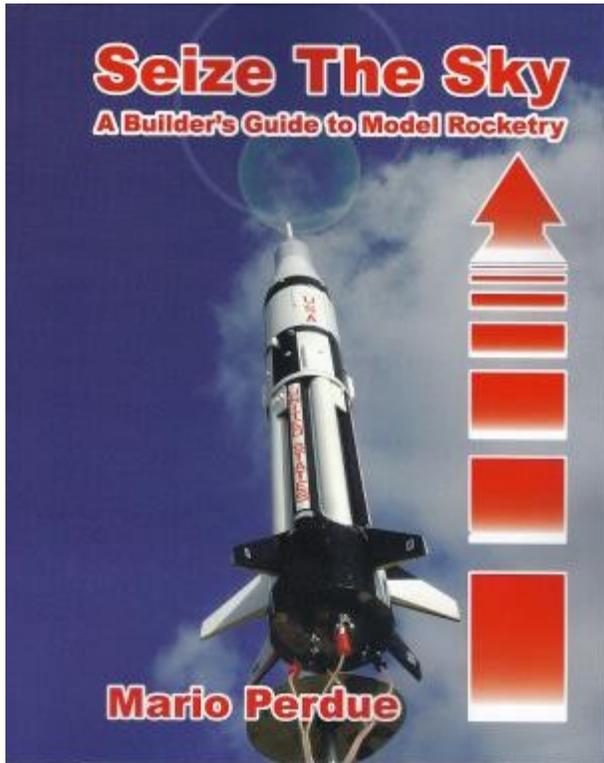
A Builder's Guide to Model Rocketry
by Mario Perdue

Summary:

244 pages, Softcover (Trade Paper/Perfectbound)
Color cover w/ B&W illustrations
Over 400 photos and diagrams
ISBN 978-1450507714
\$24.95

Contents:

Chapter 1 – Flying High (hobby overview)
Chapter 2 – Frequently Asked Questions
Chapter 3 – Building Techniques
Chapter 4 – General Projects:
 Mark, Long John II, Invader, Nighthawk, Booster stage for Mark, Cluster
Chapter 5 – Up-scaled Projects:
 Interceptor, USS America, SST Shuttle One, Mars Snooper, Laser-X
Chapter 6 – NASA 1:70 Scale Projects:
 Mercury-Redstone, Mercury-Atlas, Gemini-Titan, Apollo-Saturn IB, Apollo-Saturn V, Saturn V Launch Utility Tower, Ares I, Ares V
Chapter 7 – Other Projects:
 Jayhawk, Nike-Hercules, 1:12 scale Mercury-Redstone, Vostok/Luna/Soyuz, 1:12 scale Lunar Module, 1:12 scale 2001 Pod
Appendix A – Glossary
Appendix B – List of Manufacturers
Appendix C – Internet Resources



Description:

A project-oriented guide to the rocket hobby, this book is primarily for people who are interested in model rockets in the low to mid power range (A to G motors).

There are tips for hobbyists of every skill level so that it will continue to prove useful as the reader gains experience in the hobby. An overview of the hobby basics is followed by answers to some frequently asked questions and basic building techniques.

The meat of the book, though, is in the build projects, which are grouped by several themes.



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