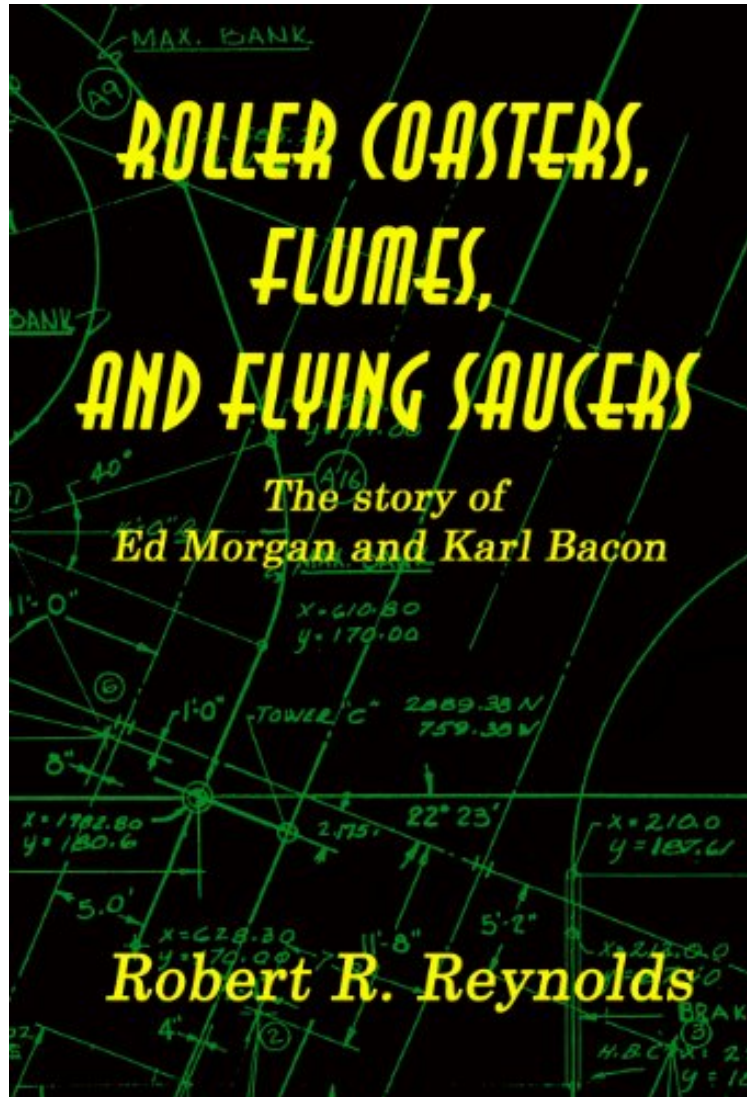


[FREE] Roller Coasters, Flumes and Flying Saucers (English Edition)

Roller Coasters, Flumes and Flying Saucers (English Edition)

Von Robert Reynolds

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Von Robert Reynolds : Roller Coasters, Flumes and Flying Saucers (English Edition) before purchasing it in order to gauge whether or not it would be worth my time, and all praised Roller Coasters, Flumes and Flying Saucers (English Edition):

Kundenrezensionen Hilfreichste Kundenrezensionen 0 von 0 Kunden fanden die folgende Rezension hilfreich. A good buy for Disney Freaks Von Ein Kunde This book was a very good one. It focuses on a small company called Arrow. They designed rides for amusement parks. Walt hired them to build some wonderful rides for Disneyland though. This is all about the cars you ride in at the park, and how they move, on what type of track ETC. All the special effects were

done by the Disney Company. It's very interesting that a park like Disneyland had this company push the limits with ride design. But unfortunately, as all you Disney Park enthusiasts know, that with Eisner's penny-pinching methods, and the new California Adventure next to Disneyland, most all the rides are 100% off the shelf carnival style rides. A good book! Especially if you want a look in the old days when the Disney Company actually spent money and cared!0 von 0 Kunden fanden die folgende Rezension hilfreich. A few crumbs, poorly presentedVon Robert BoydThis book is badly written, in need of an editor and suffers from poor design. There is enough interesting material here for an extended magazine article and that is more or less how the book reads. It's too bad that the book is so poorly presented because the topic is potentially fascinating and the Arrow group is more than deserving, but this slapdash, amateur effort has the quality of a fanzine--lots of earnest loving prose and precious little skill. For Disney fanatics only.0 von 0 Kunden fanden die folgende Rezension hilfreich. Great BookVon D. RectorThis is a very interesting history of roller coaster and amusement park ride development. These guys designed amazing rides from scratch. The book is mostly comments (interview style) from the designers so the information is as they remember it, not like a history book that gets the information second hand. I recommend this to anyone interested in the technical aspects of designing rides and running a ride design company in the early days of the industry.

KurzbeschreibungFrom the author of Masters' Mystery: Wisconsin Dells Masters' Mystery: Las Vegas. Who would have thought back in 1946 that a small, struggling machine shop named Arrow Development would change the way the world would have fun? In today's setting of themed environments and multi-million dollar attractions, it is hard to picture what the amusement industry was like right after the Second World War. Theme parks did not exist. "Kiddielands" were popular, but small and crude. Larger amusement parks, such as those at Coney Island, were becoming a bit ragged and seedy. Valuable raw materials went to war, not to pleasure. What was left after the war was in short supply and extremely expensive. Ed and Karl's accomplishments are indeed stunning when viewed as a whole. Their association with Walt Disney lasted for nearly twenty years, and resulted in Arrow having a hand in numerous ride systems for Disney up until the opening of Walt Disney World. They created dark rides, boat rides, car rides, and a group of circling pachyderms named Dumbo. But the most important contribution to Disneyland by Ed and Karl was the Matterhorn Mountain Bobsleds. Before 1959, roller coasters were either wooden or small steel structures built of flat iron rails. The duo decided that to simulate a bobsled, none of these options would work. Instead, they came up with an entirely new system, where low slung vehicles would ride on polyurethane wheels over a tubular steel track. Thus, the modern roller coaster was born. Today, every tubular steel roller coaster in the world can trace its lineage back to Ed and Karl. KurzbeschreibungFrom the author of Masters' Mystery: Wisconsin Dells Masters' Mystery: Las Vegas. Who would have thought back in 1946 that a small, struggling machine shop named Arrow Development would change the way the world would have fun? In today's setting of themed environments and multi-million dollar attractions, it is hard to picture what the amusement industry was like right after the Second World War. Theme parks did not exist. "Kiddielands" were popular, but small and crude. Larger amusement parks, such as those at Coney Island, were becoming a bit ragged and seedy. Valuable raw materials went to war, not to pleasure. What was left after the war was in short supply and extremely expensive. Ed and Karl's accomplishments are indeed stunning when viewed as a whole. Their association with Walt Disney lasted for nearly twenty years, and resulted in Arrow having a hand in numerous ride systems for Disney up until the opening of Walt Disney World. They created dark rides, boat rides, car rides, and a group of circling pachyderms named Dumbo. But the most important contribution to Disneyland by Ed and Karl was the Matterhorn Mountain Bobsleds. Before 1959, roller coasters were either wooden or small steel structures built of flat iron rails. The duo decided that to simulate a bobsled, none of these options would work. Instead, they came up with an entirely new system, where low slung vehicles would ride on polyurethane wheels over a tubular steel track. Thus, the modern roller coaster was born. Today, every tubular steel roller coaster in the world can trace its lineage back to Ed and Karl.