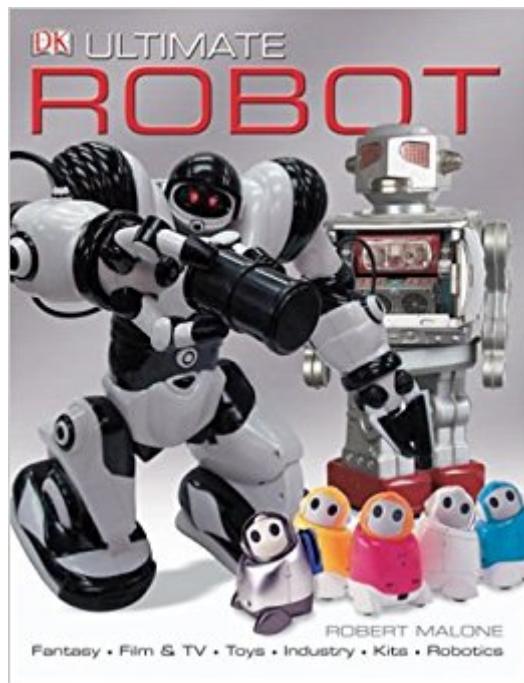


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Ultimate Robot



Synopsis

Ultimate Robot is both a visual feast of the robot in pop culture and a reference guide for collectors of toy, kit, and warrior robot memorabilia - the first definitive guide for all readers fascinated by these amazing mechanical wonders. Packed with over 500 color photographs of all types of robots, from classic tin toys and film androids to Battlebots and futuristic fantasy robots, Ultimate Robot covers the history of robotics, the innovators who made robots possible, a glossary of useful terms, and the robots of tomorrow.

Book Information

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Customer Reviews

This volume examines the uses of robots in popular culture and is presented in DK's signature design--posing a colorful central object against a white background, with captions and boxes explaining what we're looking at. Malone does conclude with examples of real-world robots, but the world of entertainment is emphatically his focus. Deriving from the 1920 play R.U.R. by Karl Capek, the word robot conjures up the wariness we feel toward animated machines, however friendly their design. The potential power we imagine they have has been exploited to dramatic effect, as shown by Malone's section on movies and TV series with robotic protagonists. Some are conventionally alien, such as Gort in The Day the Earth Stood Still (1951), and others are comedic characters, such as buddies R2D2 and C-3PO, and all seem to have been re-marketed as action toys. From the tinplate productions of the 1940s to today's computer-driven toys, the robots on display in Malone's fun tour will amuse rather than alarm readers. Gilbert TaylorCopyright © American Library

A chairman of the Automation Hall of Fame and founder of Automation News, Robert Malone has been a leading player in the field of automation for more than 30 years.

I bought this book several years ago for my son (then about 4 years old) who was interested in all robots. He's eight now and this has held its own as one of his favorites. Recently my brother, who is a graphic artist, asked if I, a librarian, could find him some illustrations of old fashioned looking robots. I bought another copy of this and sent it to him. He said it was perfect. That is two copies I've bought. My son's book is wearing out now and I will no doubt buy another one to replace it. That will be three. Not much else needs to be said. We have not found another book with as many pictures, or so much information about robots. As a caution, the book deals mostly, though not exclusively, with toys. It covers pretty much all of the 20th century. It deals separately with robot toys, robots in fiction and film, robot kits and real robots. Highly recommended for anyone with an interest.

May be an older book now (I'd love to see an updated version with current designs), but my son absolutely adores going through this with me. My favorite part is the pages of photos of early robot toys and collectibles.

I bought this for my youngest son who is an avid robot lover. He can look at it for hours and absolutely loves it. The descriptions are really good and the images are great. It has a lot of good variety and even some history of the evolution of robotics. We learned about the famous Honda ASIMO robot through this book and was thrilled when we got to see a demonstration of its performance at Disneyland!

My 3 year old grandson loves this book. He takes it to bed every night and looks through it before he falls asleep. If your child has an interest in robots, this is the book for them.

Britain's DK Books are known for their lavish, full color coffee table creations, and this volume is no exception. At just under 200 pages it surveys nearly every avenue of things robotic. As such, it's a great overview, interest jogger or introduction to the subject whether your interest lies in toy collecting, robot building or sci-fi films. The flip side is that such a brief treatment can't hope to be

exhaustive. My four stars is not due to any lack in the book, but merely because this book is easily used up. But not before it's achieved its purpose in directing the interested reader toward further study and reading. My take on this book is that it's overwhelming and covers so much ground as to be a jack of all trades and expert in none. Again, that's not a bad thing for an introductory book. The reading level is also curious. It's in the "adult" DK series but the writing is easily graspable by a smart teen. What it all comes down to is that robots are their own thing; like them or you don't. If you do, this is very much your book. This book does what other robot books fail to do in presenting humanoid robots and their toy-like offshoots. Since it's British, it covers The Hitchhiker's Guide (the original BBC mini-series, not the Disney movie), Dr. Who's K-9 and the Daleks and UK shows like "Little Robots" which will hopefully make it stateside soon. Malone sweeps briefly over robot toys but those covered get full page or even two page color spreads. He gives a brief, thoughtful summary of robotic history and touches on their aesthetic and imaginative appeal. Since the book is from 2004, it covers the first Robosapien and not the new model, but that's more than made up for by the bits on Japan's lesser-known PaPeRo and Sony's QRIO along with the AIBO robot dog. Casting such a wide net, this book cannot hope to be exhaustive of any one area, but its lavish presentation will enchant any robot aficionado.

.I am trying to determine which audience this title is intended for. It seems too esoteric for someone with merely a casual interest in robots, yet far too superficial for the serious robot enthusiast. I cannot imagine there being very many people in the intermediary group, so I suppose the book will have a fairly limited audience. Yet DK must be given credit for publishing it in the first place. It is not often one sees books delving into this particular subject matter. How well does it do it, then? The book is divided into a number of chapters dealing with a variety of robot types - toys, artistic representations, movie/TV robots, robot pets, robot kits, etc. The category boundaries, as well as the selection in each, seem at times somewhat haphazard. In each category is represented a number of "main" entries, giving a fairly comprehensive amount of information on each entry, and "gallery" entries, merely showing what else is out there in that particular category. Any assessment of the content must reasonably take into account two factors: First, how comprehensive and/or representative the selection of entries is, and second, how relevant and/or accurate the information given in the entries is. For the first part, the book does cover most of the basics, although there are a number of glaring omissions. I would have to say that the selection is fairly comprehensive, but fails on the representativeness criterion. As for the second part, I must say I am fairly disappointed. Most entries have some minor factual error, and some have grave, major errors. As for the relevance of

the technical information presented, it is for the most part too limited to be truly useful. In the end, the book still gets four stars from me, partly because of the beautiful, picture-laden physical presentation, and partly because it represents a stellar starting effort. Whereas the information contained within the binders has serious gaps, omissions, misrepresentations, and outright errors, it is still a handy - as well as beautiful - compilation of robots in popular culture. But that is where I see its main value: as a compilation for those who already know enough of the subject not to depend on the information given for its veracity. As a source of information, it is seriously flawed. If Robert Malone gets around to writing a second, revised edition ... the work might live up to its potential.

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