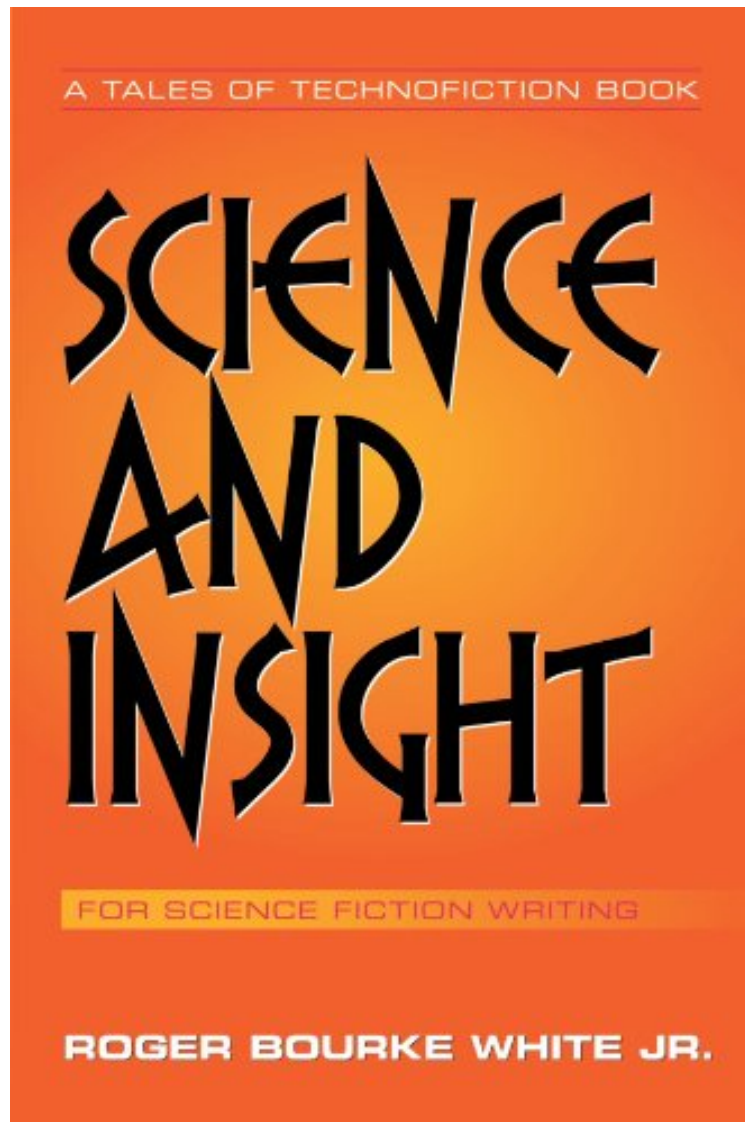


## Science and Insight: For Science Fiction Writing

*Roger Bourke White Jr.*

*DOC | \*audiobook | ebooks | Download PDF | ePub*



DOWNLOAD



+

READ ONLINE

#11456359 in Books Roger Bourke White Jr 2012-05-04Original language:EnglishPDF # 1 9.00 x .66 x 6.00l, .86 #File Name: 1468568736264 pagesScience and Insight for Science Fiction Writing | File size: 48.Mb

**Roger Bourke White Jr. : Science and Insight: For Science Fiction Writing** before purchasing it in order to gage whether or not it would be worth my time, and all praised Science and Insight: For Science Fiction Writing:

0 of 1 people found the following review helpful. Technofiction Review of Science and Insight for Science Fiction WritingBy Roger B. White Jr.When White writes his Tales of Technofiction stories, he bases them on good science. He feels that good science is just as important as good characters and a good story line. In this book White is putting his fingers where his mouth is: He's writing about the science that is the basis for his Technofiction writing.This book

is designed to help aspiring science fiction writers see how good science thinking can become the basis for good science fiction writing. This book is a series of essays on various topics that White wrote as preparation for the various stories you find in *Tips for Tailoring Spacetime Fabric*, *The Honeycomb Comet* and *Rostov Rising* - his other *Tales of Technofiction* books. If you are writing science fiction, or aspire to write science fiction, and you want your flavor to be "hard" rather than space opera, this book can help out. Here is a bit about some of the essays:

- o *Tattoos and T-Shirts* -- this talks about how a new technology displaces an older one, but often not completely. When the older technology sticks around it's usually because there's a lot of personal expression in it.
- o *Thoughts on Space Commerce* -- if we don't have warp drive (and we're not likely to) what will it be like for the starships of the future? This discusses how relativity will affect journeying, what the size of the ships is likely to be, and what kinds of cargos they will carry.
- o *How Hot is Venus?* -- Venus is hot, no doubt about that! But this essay points out that much of that heat is tightly linked to the high atmospheric pressure at the surface, not the Greenhouse Effect.
- o *Ecological Booms, Busts and Flip-Flops* -- this talks about the effects of positive feedback and flip-flopping on the growth and decline of species populations.
- o *The Human Thinking Stack* -- this is another way of looking at human thinking, and it explains why such crazy things as falling in love and panic thinking have survival value... which is why we still have them today.
- o *Why Do Stars Shine For So Long?* -- an easy to understand explanation of how the universe changed as it grew from something the size of a proton to where we are today. This is interesting stuff, and White describes these concepts in interesting ways. It's a good read about science whether you are a writer or not.

0 of 0 people found the following review helpful. *Technofiction Review of Science and Insight for Science Fiction Writing* By Roger B. White Jr. When White writes his *Tales of Technofiction* stories, he bases them on good science. He feels that good science is just as important as good characters and a good story line. In this book White is putting his fingers where his mouth is: He's writing about the science that is the basis for his *Technofiction* writing. This book is designed to help aspiring science fiction writers see how good science thinking can become the basis for good science fiction writing. This book is a series of essays on various topics that White wrote as preparation for the various stories you find in *Tips for Tailoring Spacetime Fabric*, *The Honeycomb Comet* and *Rostov Rising* - his other *Tales of Technofiction* books. If you are writing science fiction, or aspire to write science fiction, and you want your flavor to be "hard" rather than space opera, this book can help out. Here is a bit about some of the essays:

- o *Tattoos and T-Shirts* -- this talks about how a new technology displaces an older one, but often not completely. When the older technology sticks around it's usually because there's a lot of personal expression in it.
- o *Thoughts on Space Commerce* -- if we don't have warp drive (and we're not likely to) what will it be like for the starships of the future? This discusses how relativity will affect journeying, what the size of the ships is likely to be, and what kinds of cargos they will carry.
- o *How Hot is Venus?* -- Venus is hot, no doubt about that! But this essay points out that much of that heat is tightly linked to the high atmospheric pressure at the surface, not the Greenhouse Effect.
- o *Ecological Booms, Busts and Flip-Flops* -- this talks about the effects of positive feedback and flip-flopping on the growth and decline of species populations.
- o *The Human Thinking Stack* -- this is another way of looking at human thinking, and it explains why such crazy things as falling in love and panic thinking have survival value... which is why we still have them today.
- o *Why Do Stars Shine For So Long?* -- an easy to understand explanation of how the universe changed as it grew from something the size of a proton to where we are today. This is interesting stuff, and White describes these concepts in interesting ways. It's a good read about science whether you are a writer or not.

Good stories are about people. Good science fiction stories are about science and people. So how do you put good science into a story that is about people? That's what this book is about. It's about looking for how science changes peoples' lives, and how to make that change an interesting story about people. This is about making *Technofiction*-science fiction where science matters as much as characters. Welcome to a *Tales of Technofiction* book.

About the Author In Roger's words, "More than most people, I've 'been there and done that' And while I was doing it, I was taking notes" Roger is a careful observer of the human condition, technology, and history, and this is what he writes about. He was a soldier in Vietnam in the sixties, an engineering student at MIT in the seventies, a personal-computer pioneer in the eighties, and a writer, traveler, and teacher in the nineties. He has visited twenty countries and worked in five. He has worked in five industries with both superstar and falling star companies. He's seen a lot. Other Fun Facts about Roger Helped engineer the Space Shuttle Climbed 4,000 meter peaks in the Colorado Rockies and bicycled from Boston to Minnesota Is a nephew of Margaret Bourke-White, photographer for Life magazine Has a commercial pilot's license with an IFR rating Was one of the first hundred people to play Dungeons