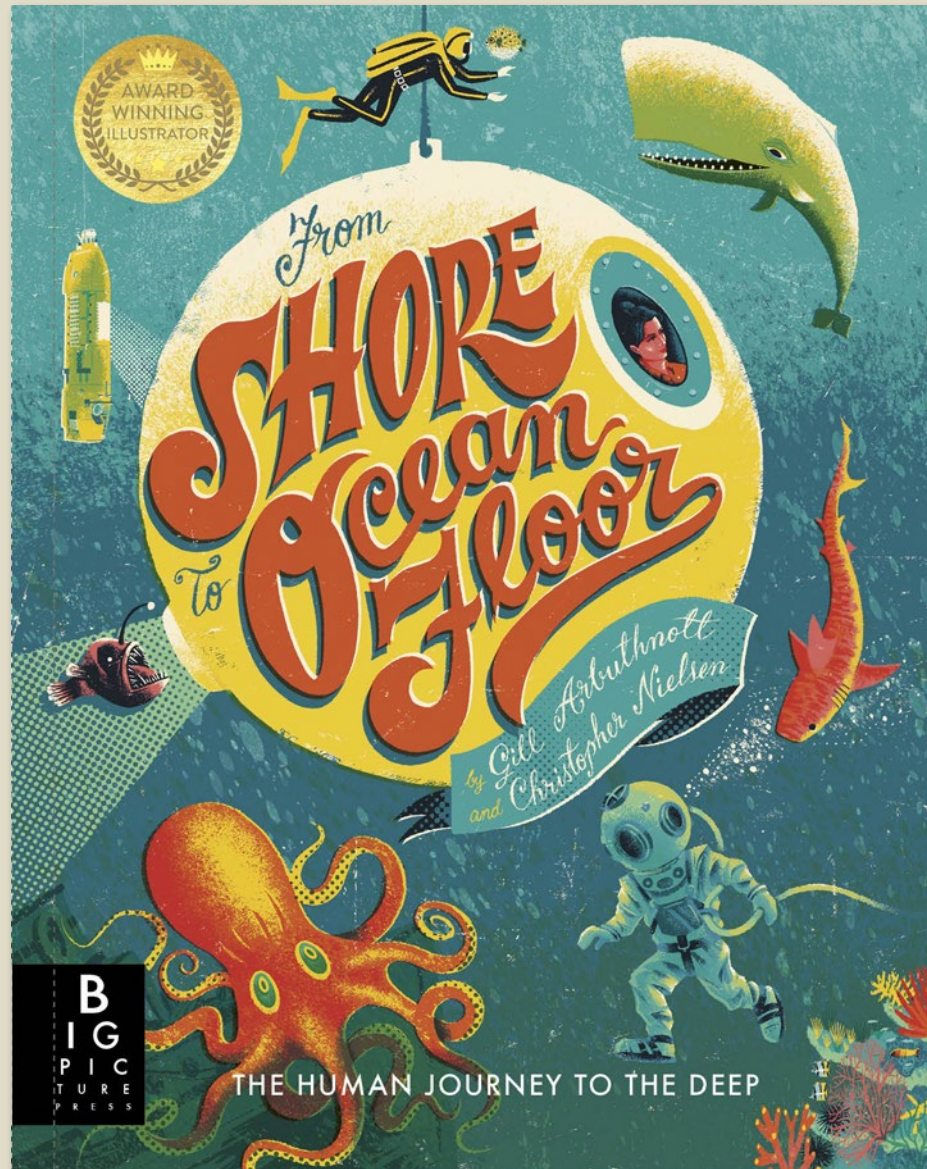




Editorial Trillas

From Shore to Ocean Floor



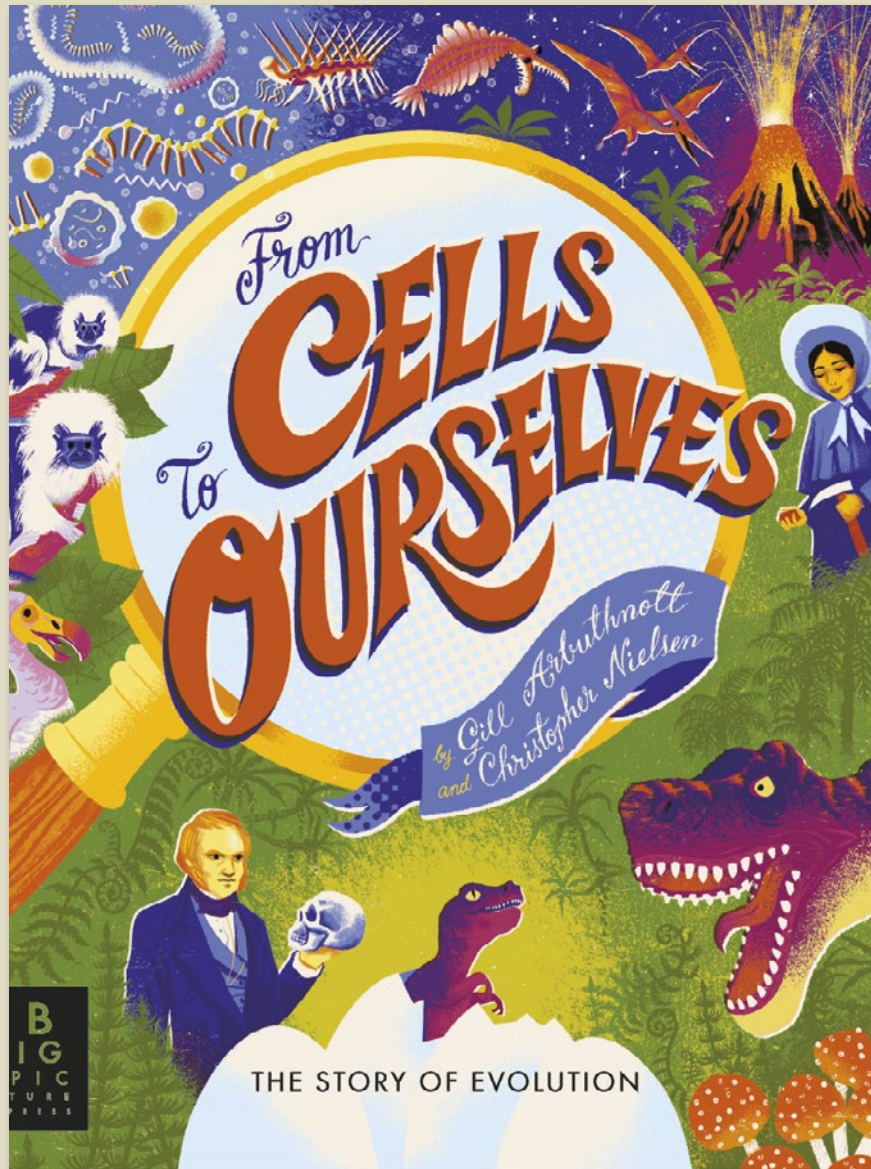
From sandy beaches to mysterious, inky depths, this beautiful book is the story of ocean exploration.

- Sequel to *Balloon to the Moon*, winner of the 12-16 category in the British Book Design and Production Awards
- A wonderful combination of mythology, science and history that takes readers on a narrative journey through one of the world's most fascinating stories of exploration
- Gill Arbuthnott is a former secondary school science teacher.
- Made in consultation with the Maritime Museum.

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bookshelf.bonnierbooks.co.uk/books/9781787418349

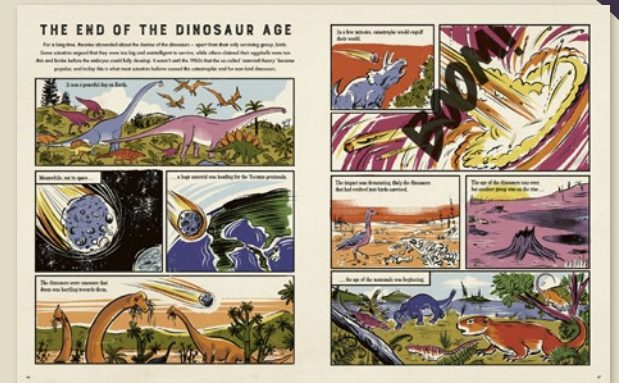
From Cells to Ourselves



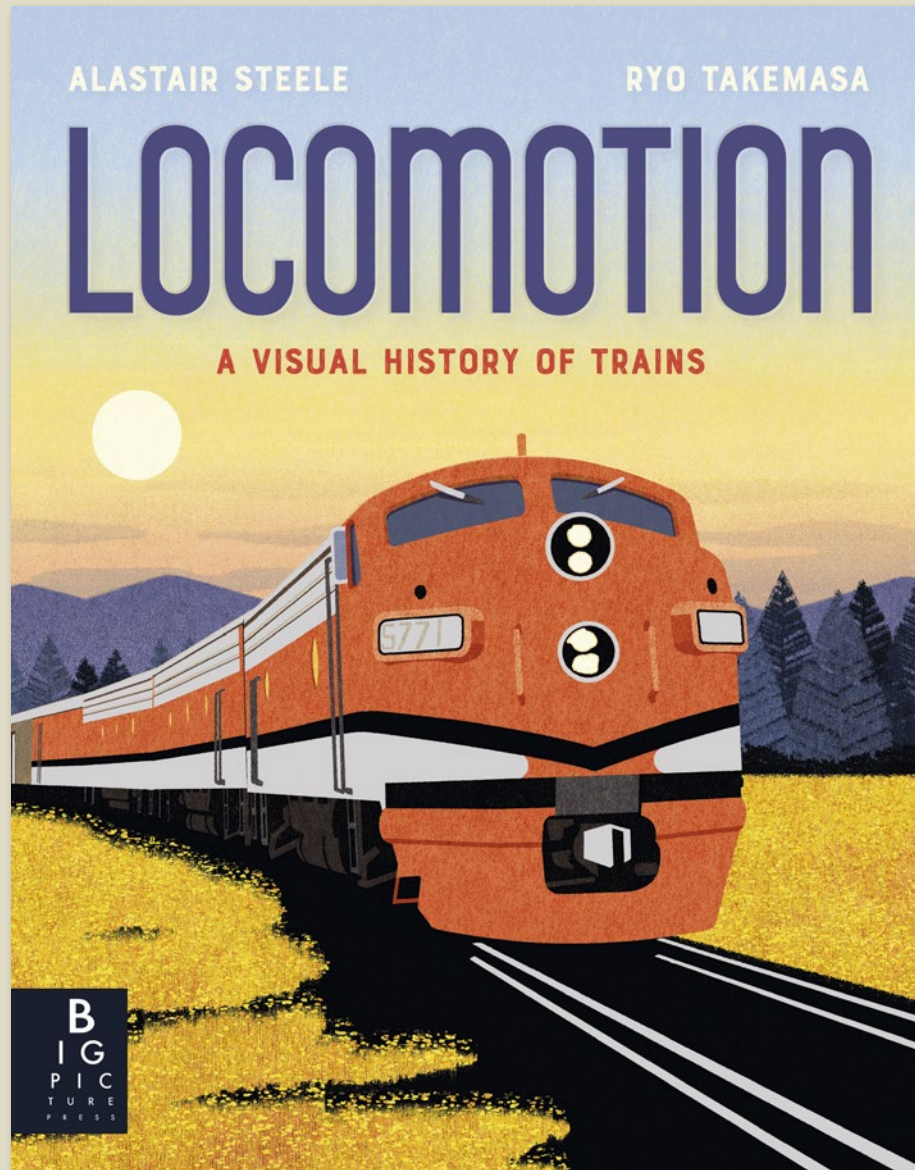
From the Big Bang to the abundance of life that surrounds us today, this beautiful book is the story of evolution, from the very first cells to ourselves.

- The third title in the *Balloon to the Moon* series, which won the 12-16 category in the British Book Design and Production Awards 2019
- A wonderful combination of mythology, science and history that takes readers on a journey through one of the most fascinating subjects in natural history
- Gill Arbuthnott is a former secondary school science teacher.
- Cover treatments: 100% foil, uncoated varnish

From Cells to Ourselves



Pub Date	15/02/2024
Pub Price	£16.99
ISBN	9781800781368
H x W	300 x 235mm
Binding	Hardback
Age Range	7-9 years
Author	Gill Arbutnott
Illustrator	Chris Nielsen
Extent	80pp
Word Count	12000 words
Rights Available	World



A stunningly illustrated tribute for train lovers of all ages, celebrating the ingenuity of trains past, present and future.

- Sample contents: The First Railways; Steam Locomotions; The Ffestiniog Railway; The Orient Express; Freight Trains; The Baikonur Cosmodrome; Mail by Rail; The California Zephyr; Mountain Railways; The Darjeeling Himalayan Railway; Trams; Sky Lines; Railways At War; The Princess Christian; High-speed Rail; The Shinkansen
- Beautiful artwork by multi award-winning artist Ryo Takemasa
- Stunning journey through the history of locomotives, suitable for all ages
- Expertly written by railway historian, Alastair Steele

Locomotion

THE FIRST RAILWAYS

Today, railways are commonplace in many parts of the world. They snake around our coastlines, zip across our countryside and transport goods and millions of passengers every single day. It is strange to think that they have only been around as we know them for about two hundred years.



The first steam engines were used in British mines during the 17th century to pump water. It wasn't long before engineers tried using steam power to propel vehicles, and in 1802 the inventor Richard Trevithick built the very first working steam locomotive.



ELECTRIC LOCOMOTIVES

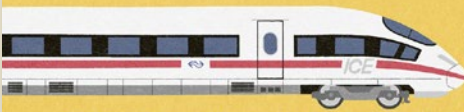
The first electric train was tested as far back as 1837. Unlike steam trains, electric locomotives do not carry fuel on-board. Instead, they are powered by electricity which can be supplied from overhead lines, a third rail or in storage such as batteries. Because electric trains can be powered by renewable energy sources, they are considered less polluting than steam or diesel trains.



The first electric passenger train was presented by Werner von Siemens at an exhibition in Berlin in 1879. Consisting of a small locomotive and three cars, it reached a speed of just 13km/h.

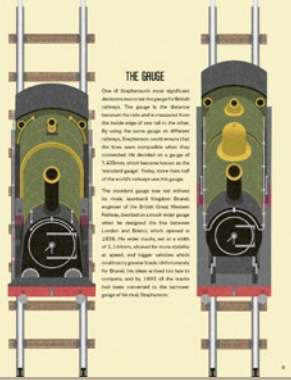


The *ETR 200* is a record-breaking electric passenger train. It is widely considered one of the first ever high-speed trains and was put into service in 1936. In 1939, it broke the speed record for trains by reaching just over 201km/h.



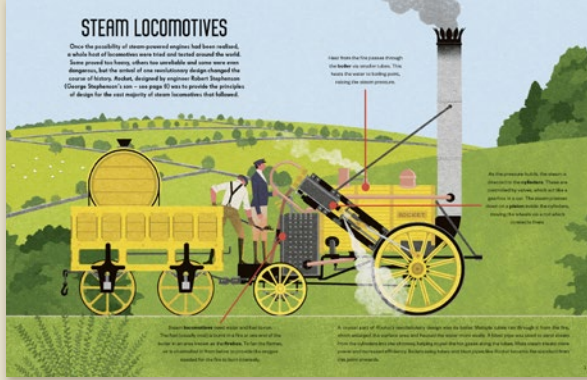
The ICE (InterCity Express) is one of Germany's most successful electric trains. The third generation ICE 3 can reach speeds of 300km/h. Since 2018, it has run on entirely **renewable energy** sources.

THE GAUGE



STEAM LOCOMOTIVES

Once the possibility of steam-powered engines had been realized, a whole host of locomotives were tried and tested around the world. Some proved too heavy, others too unreliable and some were even dangerous, but the arrival of one revolutionary design changed the course of history. Rocket, designed by engineer Robert Stephenson (George Stephenson's son - see page 8) was to provide the principles of design for the vast majority of steam locomotives that followed.

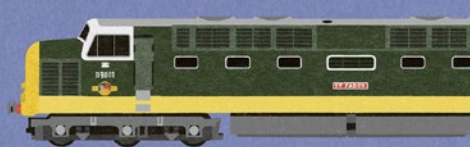


DIESEL LOCOMOTIVES

In a diesel locomotive, the power comes from an engine that burns diesel oil. While a steam locomotive needed two people to crew it and hours to attain the right steam pressure, a diesel locomotive could simply be switched on and driven away, making them much easier and much cheaper to run. Rudolf Diesel patented his first diesel engine in 1898, but it wasn't until around 1912 that they were first used in a locomotive.



The famous DPG Class SVT 877 *Hamburg Flyer*, often referred to as the 'Flying Hamburger', was first put into service in 1933. Its smooth, rounded shape was influenced by Zeppelin **airships** allowing for minimal air resistance.

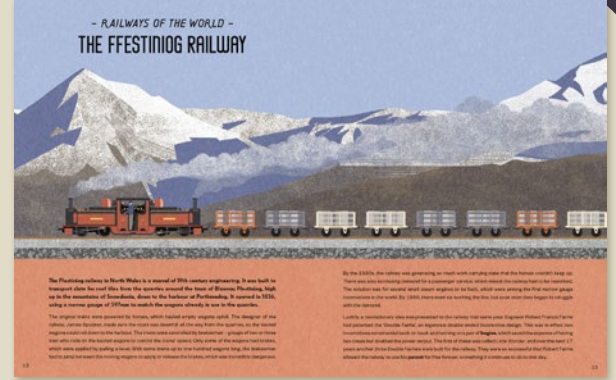


The Delhi, built in 1956, was considered the most powerful diesel locomotive in the world at that time.

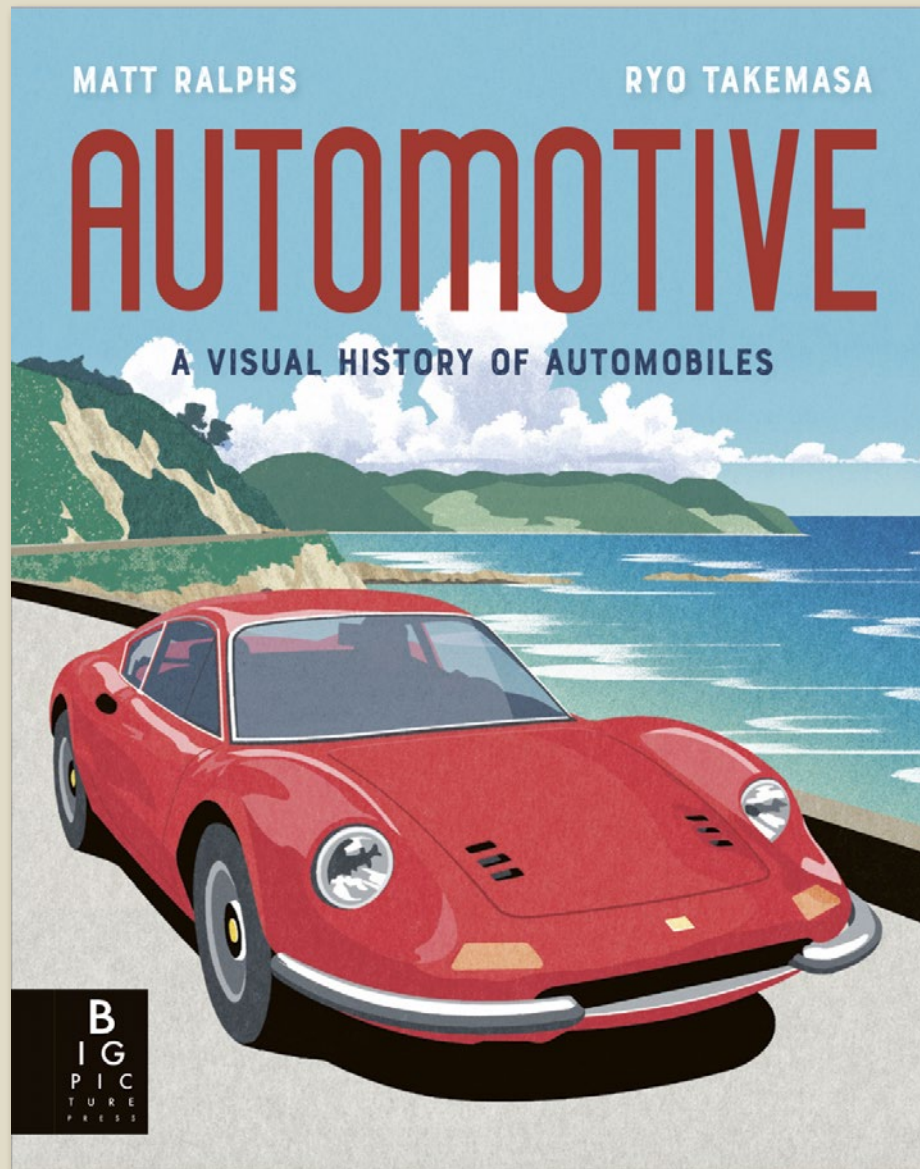


The *Intercity 125* is one of the most successful diesel trains of all time. So named because it was designed to cruise at 125 mph (about 201 km/h) when in service, it also holds the all-time speed record for diesel trains of 238 km/h, which it reached in 1987.

- RAILWAYS OF THE WORLD -
THE FFESTINIOG RAILWAY



Pub Date	03/03/2022
Pub Price	£16.99
ISBN	9781787417502
H x W	300 x 235mm
Binding	Hardback
Age Range	9-11 years
Author	Alastair Steele
Illustrator	Ryo Takemasa
Extent	64pp
Word Count	10000 words
Rights Available	World

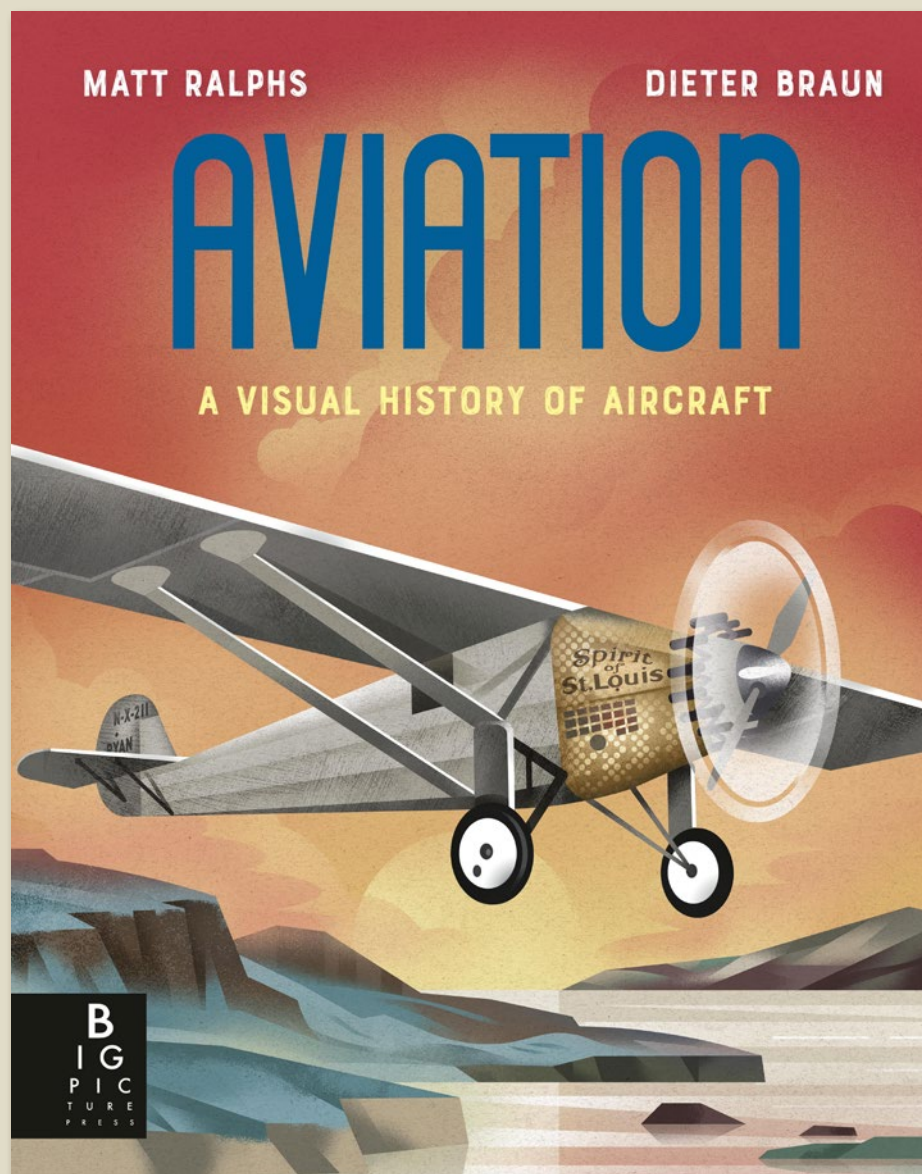


Automotive celebrates the ingenuity and usability of cars, trucks and motorbikes past, present and future.

- Sample contents: Steam and Electric Automobiles, Early Engines, Monte Carlo Rally, Mass Production, Motorways, Motorbikes, Isle of Man TT, Daytona 500, Concept Cars, History of Formula One, Iconic Bridges, Trucks and Road Trains, Monster Truck Races, Hot Rods, Drag Races, Special Cars, Cars in War, The Future of the Automobile
- The follow-up title to the stunning *Locomotive*
- Perfect for car lovers of all ages
- Super cool artwork by award-winning artist Ryo Takemasa



Pub Date	13/04/2023
Pub Price	£16.99
ISBN	9781800783171
H x W	300 x 235mm
Binding	Hardback
Age Range	9-11 years
Author	Matt Ralphs
Illustrator	Ryo Takemasa
Extent	64pp
Word Count	11813 words
Rights Available	World



***Aviation* celebrates the ingenuity of aeroplanes, biplanes, monoplanes and helicopters past, present and future.**

- The third title in this beautifully illustrated series about vehicles
- Sample contents: Ancient Aviation; The Wright Flyer; How Planes Fly; The Spirit of St. Louis; Airships; War in the Air; The Spitfire; Unsung Heroines; Airports and Aerodromes; Sea Planes; Concorde; Light Aircraft; Air Force Once; Jets and Rockets; Weird Planes; Vertical Take Off and Helicopters; Cargo Planes; The Future of Flight; Record Breakers
- Perfect for plane lovers of all ages.
- Cover treatments: Uncoated and 100% foil.
- **Celebrating 10 Years of Extraordinary Illustrated Books**

INTRODUCTION

Human beings dreamed about flying for thousands of years. It's not hard to imagine our primitive ancestors, who possessed the artistic skills to create beautiful cave paintings of the world around them – the landscapes, animals and such other – staring into the skies to watch birds wheel and swoop overhead and thinking to themselves: "We don't feel like fly? And what does the world look like from up there?" You're probably not a smaller dragonfly yourself, visualizing your home from above, then turning towards the sun, feeling the wind flow over your wings, and soaring towards the horizon and the unknown world beyond.

The first true miracle capable of lifting people in relative safety and carrying them for decent distances were hot air balloons. The first was launched to great fortune in France in 1783. Suddenly it was possible for people to take to the skies, and it indicated a Priority of public interest in the notion of flight. Many more designs followed. Tailored balloons were immediately put to use by armies to spy on enemy movements from afar. Hot balloons are actively in the vanguard of the mind, and pilots have to control over their direction of travel.

They changed one fairly big jet in W01, when the first powered flight of the new engine called the Flyer was made. It only lasted for 10 seconds, but it was enough to change the world. From that moment on, the development of the engine has never stopped. This constant advancement is aviation technology, funded with as much money, energy, materials and technical expertise, is carried out because airplanes are so useful. They transport people and cargo faster than any other vehicle. They are a vital part of military campaigns. They help us map, explore and learn about our world. They entertain us with **amazing** displays of speed and maneuverability. The world is full of people who want to fly, and the world is full of people who want to fly faster.

Don your aviation goggles and prepare for a breath-taking journey through the clouds.



- AMAZING AIRCRAFT -
WRIGHT FLYER



On December 17th, 1903, Wilbur and Orville Wright changed the world forever. For years, these mechanically-minded American brothers had shared a vision of creating a machine that could fly further and more reliably than a glider, and, unlike a hot air balloon, wasn't forced to fly in a particular direction by the wind. In short: the first flying vehicle that the pilot had complete control over. After years of planning and countless experiments, their vision became a history-making reality in the sandy dunes of Outer Banks, North Carolina, USA.

Charlie Wright lay on his stomach, gripping the Ryan's control stick. Two propellers whirled on either side of him. These were connected by bicycle chains to a lightweight patrol engine designed specially by the Wright brothers' mechanic friend Charlie Taylor: the engine had no throttle control; it was either 'on' or

With the air on alongside as the F4U trundled down a wooden launch rail, took off and flew close to the ground for 12 seconds. Three more flights occurred that day, the last being the longest at 59 seconds and 260m. Unfortunately, the F4U was damaged on landing and never flew again.

But this was only the beginning. News of the Wright brothers' incredible achievement spread, and soon other inventors were building on their ideas to create even more amazingly powerful airplanes. The first circumnavigation around the world was completed in four Douglas World Cruiser airplanes only 21 years later. By the 1930s, jet aircraft were roaring through the air. Today, we see aircraft in defined categories: ferry cargo, ferry out the sailing-rocket operations, and explore and defend the world - missions of flight all kickstarted by the Wright brothers.

WOOD, CANVAS AND STRING

The airplane was only 10 years old and had hardly ever been used in combat when the First World War broke out in 1914. But over the course of the next five years, both sides realized just how useful these flying machines could be. Aeroplane technology advanced rapidly as each side strove to gain air superiority.

Reconnaissance was the first use of the reconnaissance mission. Flying high over the battlefield, spotters (or observers) could look down and take photographs of enemy positions and trench systems, and help artillery hit their targets more accurately. The French Voisin of 1913 had a pilot and observer, and a rear-firing machine gun to fend off attackers.



Most aircraft were unarmed at the start of the war. Flies had to rely on stinging planes with pistols, rifles or hand-held machine guns. No later aircraft had rear-facing machine guns for defence, but a fighter plane needs guns that fire forwards. Introduced in 1915, the German fighter JH monoplane had forward-facing guns designed to shoot bullets between the propeller blades as they rotated.

As the war progressed, both sides developed aircraft that were more manoeuvrable, could fly and gun at altitude faster, and take more damage. As technology improved, combat aircraft could be put to more uses. As well as a fighter, the British *Sigbee Camel* was also used as a 'low-land' 'branch' similar to attacking targets on the ground with bombs and machine guns.



The best targets occur when the Mustangs fly in a loose echelon, says page 27, but lumber away than fighters. Explains drop its fuselage and machine guns.

The pilots who drifted over war-torn Europe needed calm nerves and skill. Moreover, many had very little training, and life expectancy was short. Pilots who died down more than 100 miles were called 'scoops'. This Fokker D-7 triplane was flown by German ace Manfred von Richthofen - also known as the Red Baron.

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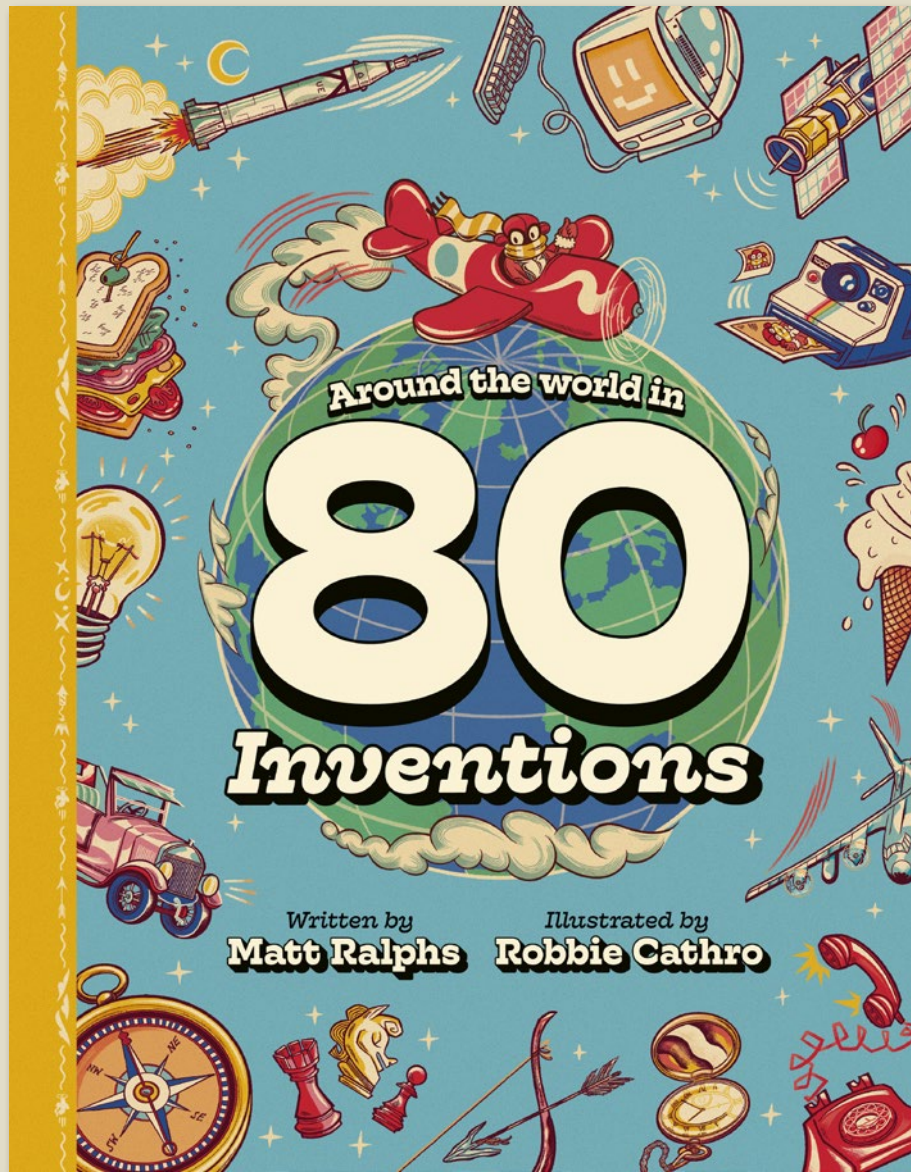
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H × W	300 × 235mm
Binding	Hardback
Age Range	9-11 years
Author	Matt Ralphs
Illustrator	Dieter Braun
Extent	64pp
Word Count	11154 words
Rights Available	World



**A stunningly
illustrated tribute to
all things maritime.**

- The fourth and final book in this beautifully illustrated series about vehicles
- Perfect for boat lovers of all ages
- Cover treatments: uncoated plus 100% foil

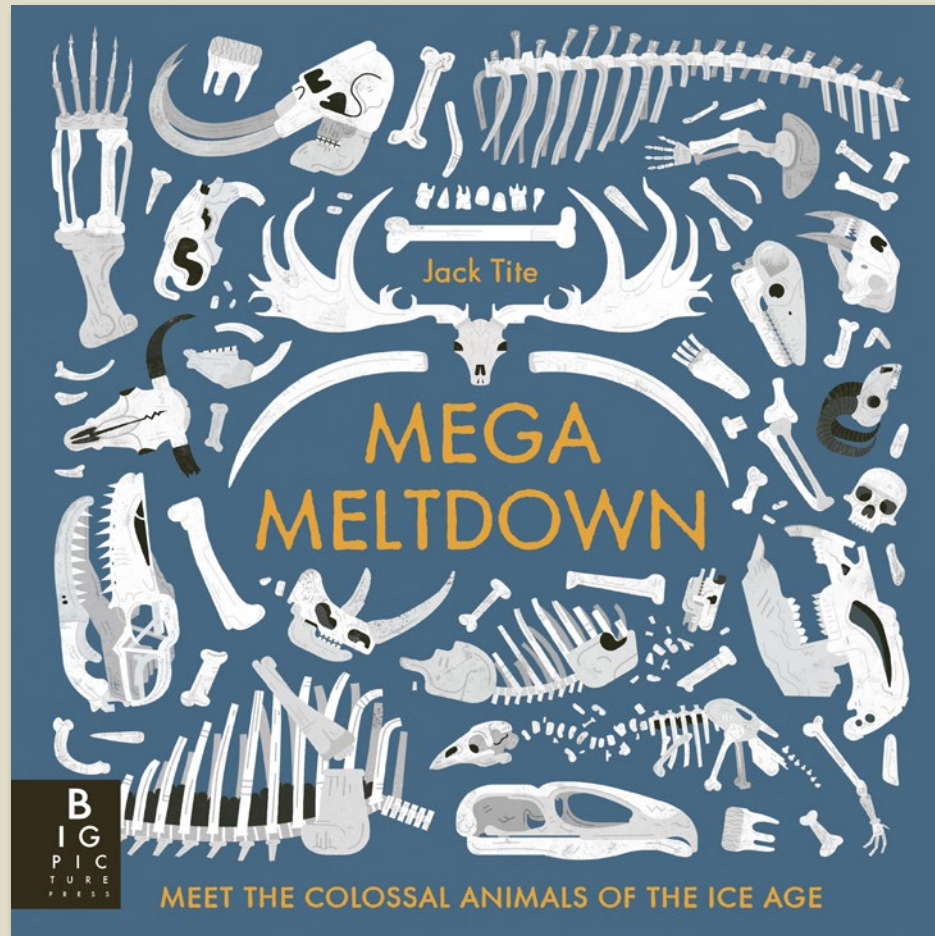
Around the World in 80 Inventions



80 inventions from around the world

- A fun and accessible look at history and STEM with ties to the curriculum
- Written by emerging author Matt Ralphs, who has titles published with Nosy Crow, DK and Flying Eye
- Exciting talent Robbie Cathro has worked for clients including Aquila Magazine, Natural History Museum and Kingfisher.
- A travel theme inspired by postcards and travel posters gives this book a fun and engaging aesthetic
- Expertly checked by science writer Anne Rooney

Mega Meltdown



The perfect introduction to the Ice Age, complete with ENORMOUS fold-out pages!

- First stunning offering from debut talent Jack Tite
- Discover Ice-Age animals continent by continent
- Fully illustrated pages in Jack's striking style
- Gatefold pages reveal some of the largest animals of the Ice Age
- Shortlisted for the AOI World Illustration Awards 2019 'Children's Book Category'
- Jack's second title will be on VIKINGS

Mega Meltdown



Pub Date	04/01/2024
Pub Price	£9.99
ISBN	9781800788022
H x W	250 x 250mm
Binding	Paperback
Age Range	7-9 years
Author	Jack Tite
Illustrator	Jack Tite
Extent	64pp
Rights Available	World

Art of Drawing Manga: Action and Movement



A step-by-step guide to manga style drawing

- Easy step-by-step instructions, perfect for beginners to grow their confidence.
- Manga has established itself as a hugely popular art style among both teenagers and adults.
- Teaches aspiring artists all the basics including which materials to use when, values of light and dark, and how to use perspective in their drawings.

Art of Drawing Manga: Action and Movement



Pub Date	01/03/2020
Pub Price	£8.99
ISBN	9781800789050
H x W	225 x 175mm
Binding	Paperback
Age Range	9-11 years
Author	Marlborough Max Marlborough
Illustrator	David Antram
Extent	64pp
Word Count	5125 words
Rights Available	World

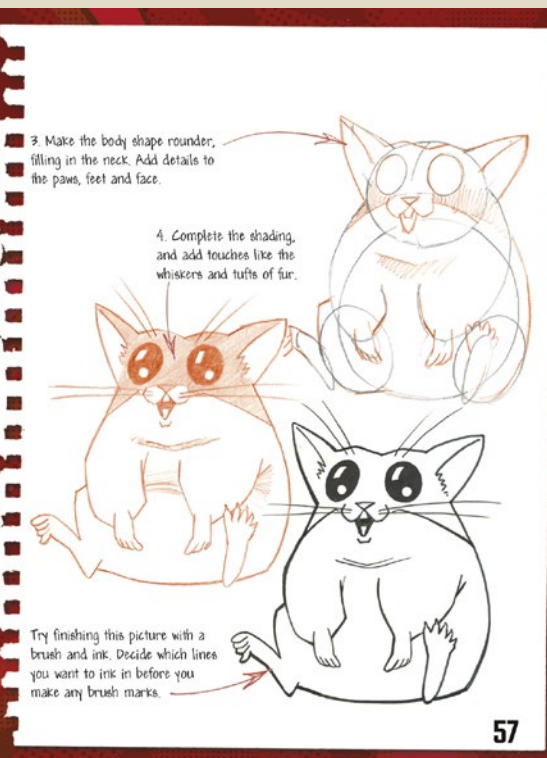
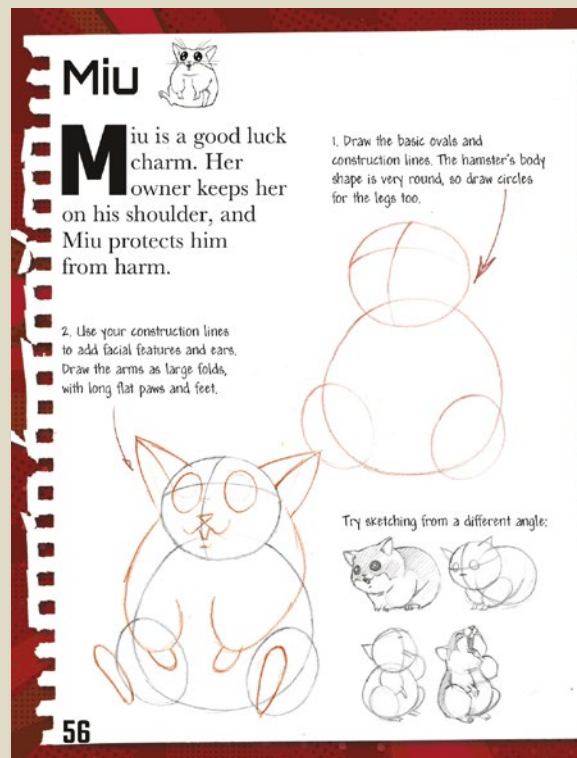
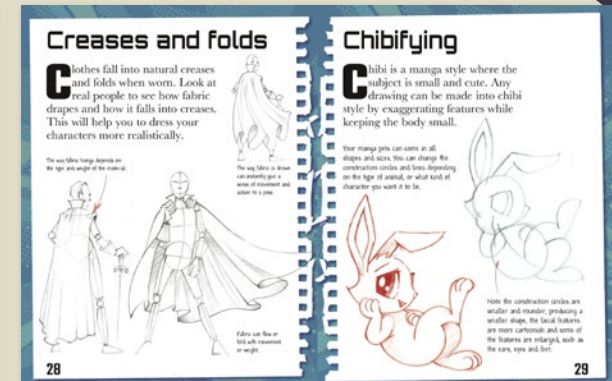
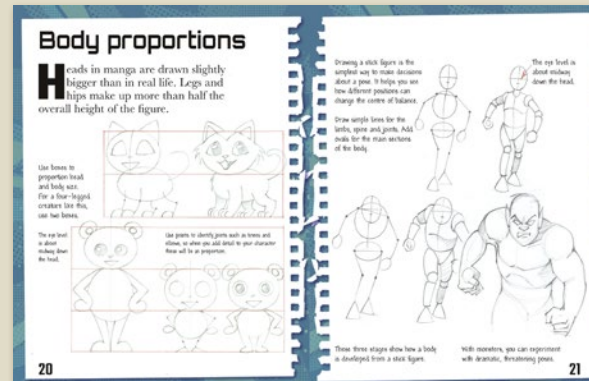
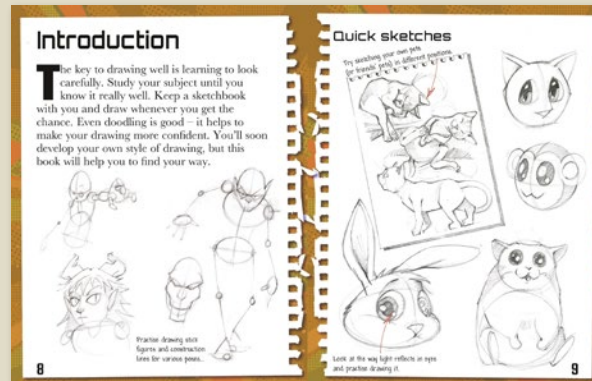
Art of Drawing Manga: Monsters and Pets



An easy step-by-step guide to drawing manga creatures!

- An easy, accessible step-by-step guide that makes creating masterpieces easy.
- Manga has established itself as an incredibly popular art style amongst both children and adults.
- This book also teaches readers all the basics, including which materials to use when, values of light and dark, and how to use perspective in their drawings.
- The perfect gift for both manga lovers and animal enthusiasts alike!

Art of Drawing Manga: Monsters and Pets



Pub Date	01/01/2019
Pub Price	£8.99
ISBN	9781800789067
H x W	225 x 175mm
Binding	Paperback
Age Range	9-11 years
Author	Marlborough Max Max Marlborough
Extent	64pp
Word Count	5025 words
Rights Available	World

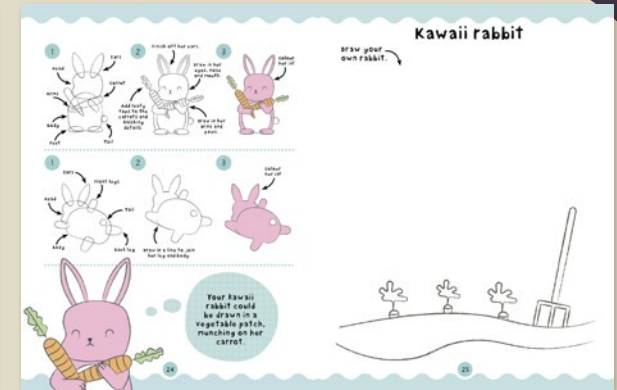
Draw Kawaii: Cute Animals



Introduce your child to the charming world of kawaii!

- Easy to follow instructions and guides throughout.
- Learn how to draw a range of different cute kawaii animals - perfect for young girls in particular.
- A brilliant beginners guide to introduce children to different drawing techniques, mediums and art styles, helping them to gain confidence.

Draw Kawaii: Cute Animals



Pub Date	04/07/2024
Pub Price	£7.99
ISBN	9781800789937
H x W	246 x 189mm
Binding	Paperback
Age Range	7-9 years
Author	Isobel Lundie
Extent	64pp
Rights Available	World

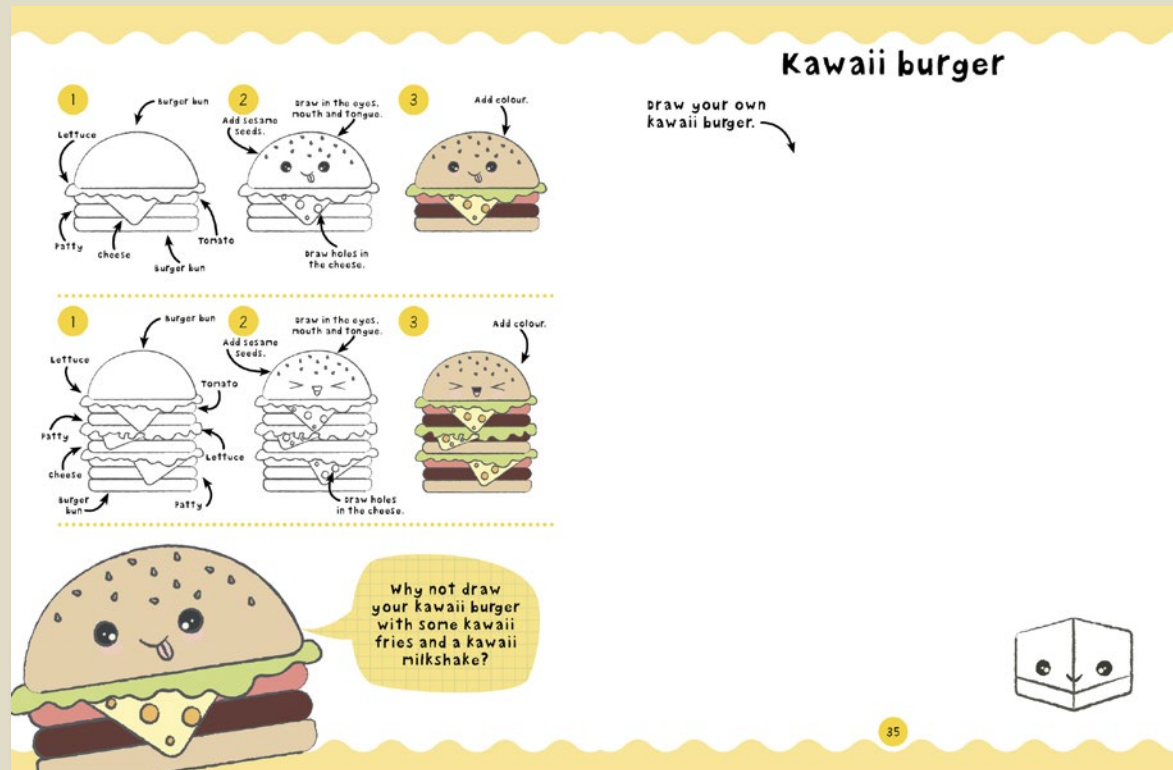
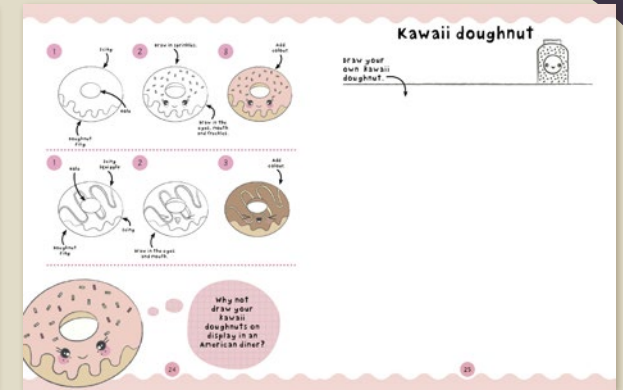
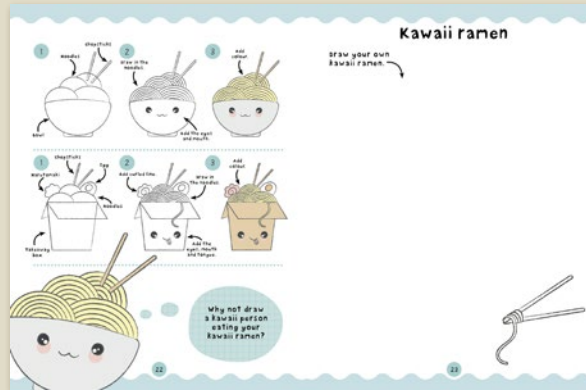
Draw Kawaii: Cute Food



Welcome to the charming world of kawaii!

- Easy to follow instructions and guides throughout.
- From fries to cupcakes, learn how to draw a range of different cute kawaii food - perfect for young girls in particular!
- A brilliant beginners guide to introduce children to different drawing techniques, mediums and art styles, helping them to gain confidence.

Draw Kawaii: Cute Food



Pub Date	04/07/2024
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Age Range	7-9 years
Author	Isobel Lundie
Extent	64pp
Rights Available	World



Editorial Trillas

Created by Dani Cowell
dani.cowell@bonnierbooks.co.uk

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