

The Dark Art of Rocketry

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Shrox has worked as an art director, modeler, and animator for major video and PC game companies as well as creating images for NASA depicting proposals for terraforming Mars. After a BAR experience in WalMart, Shrox began to design his own rockets and fly them in Austin, Texas just as AARG was being formed. The original Shrox Hyperion is now in the custody of AARG. Shrox now turns out way cool sci-fi designs on his web store as well as working as graphic artist and marketing director for Apogee Components owned by Tim Van Milligan.

This presentation will provide some tips and techniques on how to design eye-catching rockets and a make them fly right.

- 1) "That looks bitchin' but Homer to donuts it won't fly." - Balancing drag and mass.
- 2) "Your fin alignment is all wrong" - Asymmetrical fin placement.
- 3) "Show me how you did that." - An artist designs a rocket, LIVE!
- 4) "He turned me into a newt..." - Question and answer.