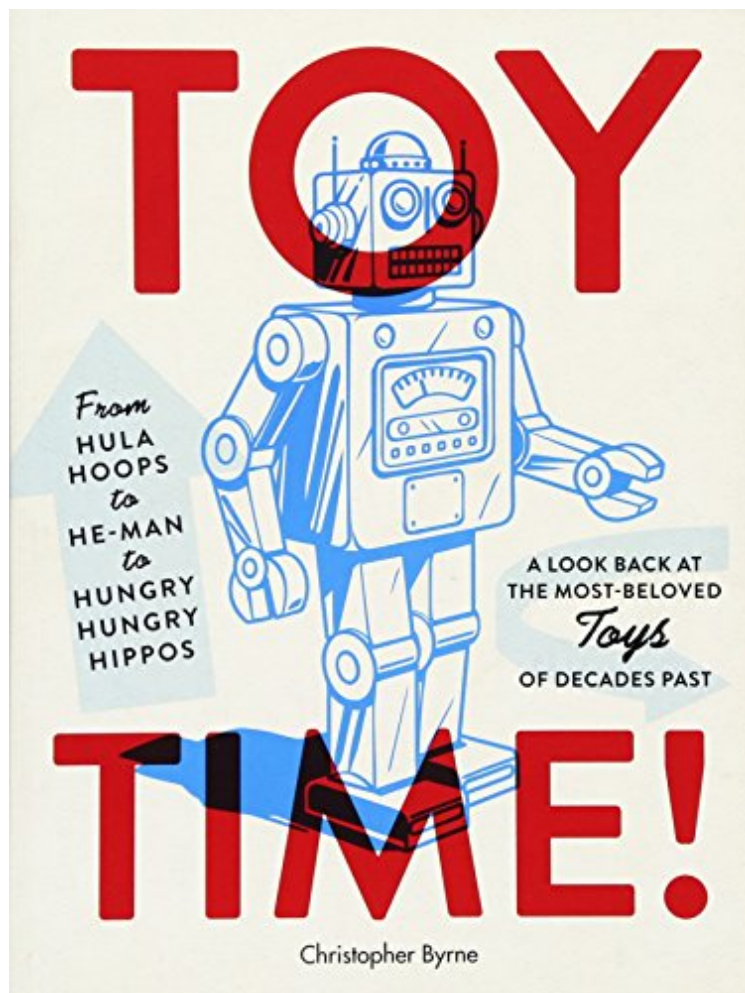




Christopher Byrne
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(Get free) Toy Time!: From Hula Hoops to He-Man to Hungry Hungry Hippos: A Look Back at the Most-Beloved Toys of Decades Past

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Christopher Byrne : Toy Time!: From Hula Hoops to He-Man to Hungry Hungry Hippos: A Look Back at the Most- Beloved Toys of Decades Past before purchasing it in order to gage whether or not it would be worth my time, and all praised Toy Time!: From Hula Hoops to He-Man to Hungry Hungry Hippos: A Look Back at the Most-Beloved Toys of Decades Past:

6 of 6 people found the following review helpful. Beautiful Book That Captures the Whimsy of the PastBy E.S.Christopher Byrne is someone who knows toys, and the colorful and beautifully designed Toy Time is the perfect conduit for him to write about the topic he knows and loves so well. The book, by itself, captures all the whimsy the toys inside it have inspired through the years. It's just page after page of fun. Not only looking at the toy themselves,

but also thanks to Chris' descriptions and commentary. Even the toys you didn't have, you'll enjoy in Toy Time. It's like having a full set of Sears Christmas Wish Books from the Baby Boomer years. You won't even mind if your favorite toy is left out. Toy Time will be such a perfect Christmas gift - you can time travel back to those fun and simpler days!

0 of 0 people found the following review helpful. Great book with an unfortunate error

By Sheldon Aronowitz I find this to be an excellent book with great images and information about most of the toys of our past. I really enjoyed all the information about the toys and it brought me back to my childhood. However - I am quite unhappy regarding 2 errors about the most important toy of all time - a toy that has been around since 1939 and is still going strong - View-Master. The author, in his introduction to 3D, refers to the wooden 3D viewers with which we view the old stereo cards, as "Stereopticons". A stereopticon is a slide projector or "magic lantern", which has two lenses, usually one above the other. These devices date back to the mid 19th century, and were a popular form of entertainment and education before the advent of moving pictures. Americans William and Frederick Langenheim introduced stereopticon slide technology--slide shows of projected photographs on glass--in 1850. For a fee of ten cents, people could view realistic photographs of nature, history, and science themes. At first, the shows used random images, but over time, lanternists began to place the slides in logical order, creating a narrative. This "visual storytelling" directly preceded the development of the first moving pictures. A stereopticon will NOT project or display stereoscopic/three-dimensional images. The two lenses are used to dissolve between images when projected as opposed to the 2 lenses of 3D projectors which show superimposed images meant to be viewed through polarized or anaglyph glasses. All stereopticons can be classified as magic lanterns, but not all magic lanterns are stereopticons, and stereopticons have NOTHING to do with 3D! BUT by far - the more serious error comes a little further down in the narrative when the author is explaining how we view 3D and states that "Gruber (The inventor of View-Master) put 10 images on a disc....." There have been BILLIONS of these "discs" produced since 1939 - and THEY ALL HAVE 14 IMAGES - OR 7 STEREO PAIRS. Where the author came up with 10 images is beyond me - all he had to do was count!! I am extremely upset about this. Of all the toys in this book, such an egregious error for the most important toy of all is more than I could bear. How can someone like Christopher Byrne, who is widely regarded as one of the toy industry's leading experts, and who speaks regularly at major toy conferences worldwide, make this mistake? I hope a second printing is made and this error is corrected.

0 of 0 people found the following review helpful. Great book

By Brit I have always been interested in the culture of other times, especially the 50s-80s, and I have found that looking at the toys of the time are a good way to see it. This book is very informative and includes pictures of nearly every toy mentioned. My parents enjoyed looking at the nostalgic list and remembered toys previously forgotten. It's a lot of fun and interesting.

What was your favorite childhood toy? Do you have fond memories of fighting unseen enemies with your G.I. Joe action figures, demolishing fleets of vehicles with your Tonka Toy Trucks, or Karate-chopping imaginary street thugs with your Teenage Mutant Ninja Turtles? What about carefree summer afternoons counting ticks on your Skip-It, scooting around the neighborhood on your Big Wheel, or soaring down your backyard Slip 'n Slide? Still a little bitter that your parents never let you have a Nerf Super Soaker, or a Barbie Dream House? Did you prefer to unleash your inner artist with your Etch a Sketch, or your inner chef with your Easy-Bake Oven? Did you like to challenge your friends to a rousing game of Mousetrap, or did you prefer to get tied up in knots over a round of Twister? In Toy Time! you'll be reunited with all these classic toys and more. No matter when you grew up, or what types of play ignited your imagination, Toy Time! will take you on a journey of rediscovery, allowing you to relive those carefree, innocent, and fun-filled days of childhood. Charming, playful, and full of photos of vintage toys, Toy Time! is an exploration and celebration of the toys that roused our imaginations, shaped our memories, and touched our lives.

About the Author Christopher The Toy Guy Byrne is content director for TimetoPlaymag.com, the leading U.S website covering toys and all things play. Widely regarded as one of the toy industry's leading experts, he appears regularly in the national media and speaks at major toy conferences throughout the U.S., Asia, and Europe.