

# **Badische Landesbibliothek Karlsruhe**

**Digitale Sammlung der Badischen Landesbibliothek Karlsruhe**

## **The young man's book of amusement**

**Halifax, 1848**

The Thaumatrope - an amusing Toy

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to the end of your finger, the paper, which is not at all concealed by it from either of your eyes, will nevertheless disappear.

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*Portable Camera Obscura.*

The camera obscura is a most amusing optical toy. Fig. 3, is a box constructed for this purpose. A magnifying-glass is placed in the wooden tube *a*, and the object is thrown upon the angular mirror *b*, A complete picture of the most extensive view may thus be obtained in the space of a few inches, and the box may be carried in the pocket of the observer.

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*The Thaumatrope—an amusing Toy.*

The optical principle on which this machine is constructed, is the duration of an impression on the eye, after the object producing it has been withdrawn, and which is said to last about a second.

The cards are each suspended by a bobbin at either side. There is a *part* of a figure or object represented on one side of the card, and the remainder on the other. For example: we have the head of a watchman on the obverse of one, and the empty watch-box on the reverse; by twirling the bobbins, and consequently spinning the card, the head and box fit together and we see a complete guardian of the night.

Then there are some choice *jeux d'esprit*. There is on the obverse of one card a thing like a well worn bundle of birch, but by twirling the bobbins we produce a shower of fresh leaves, and these leaves falling upon that bundle produce the striking likeness of a *tree*.

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*Optical Experiment.*

If a box be formed with a small aperture at one of its sides, and three candles be made to revolve on a piece of wood in the centre, the light opposite the axis will be visible on a semi-transparent screen, placed to receive its image. The other two candles will also have their flames depicted on the screen, at similar distances on each side. This experiment serves to shew the exceeding minuteness of the rays which emanate from the candles; for, if they were not exceedingly small, they would not pass each other without destroying the perfection of the image.

This experiment may be made very amusing by placing a piece of glass, with a ship or any other object painted on it, in the aperture; and when the candles are parallel to the screen, three images may be seen; but, on making them revolve through a quarter of a circle, only one image will be visible on the screen. By increasing the number of candles, the ships will be increased in an equal ratio, and a single ship, by turning the row of candles, will be converted into an entire fleet.

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