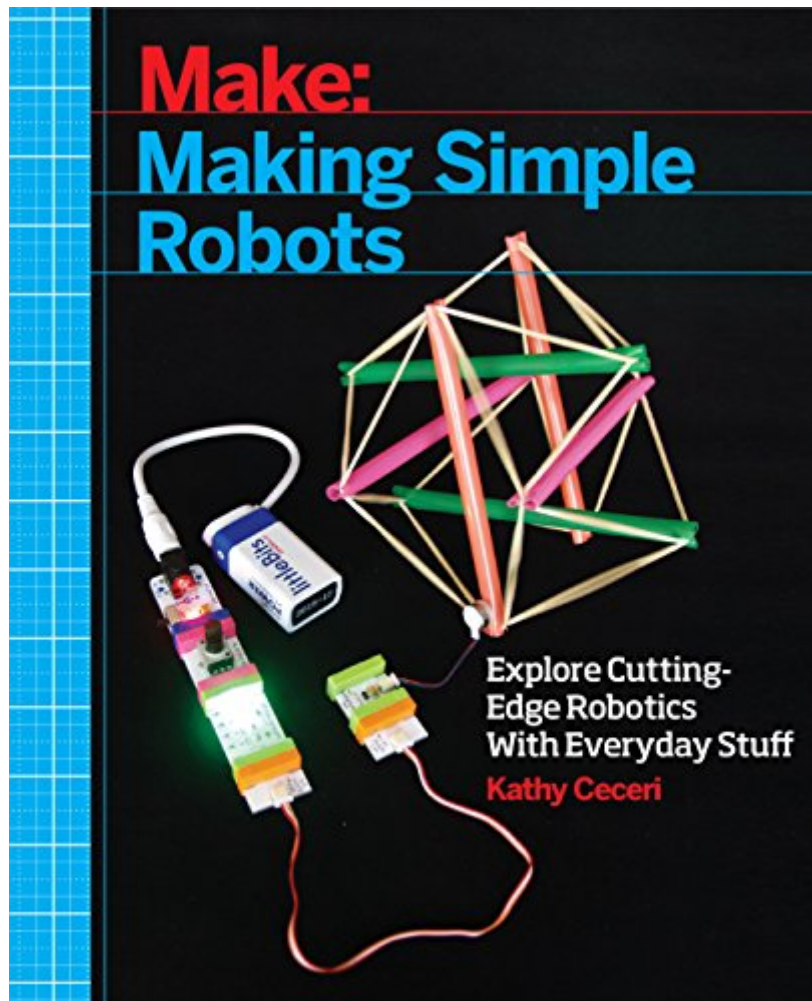


The book was found

Making Simple Robots: Exploring Cutting-Edge Robotics With Everyday Stuff



Synopsis

Making Simple Robots is based on one idea: Anybody can build a robot! That includes kids, school teachers, parents, and non-engineers. If you can knit, sew, or fold a flat piece of paper into a box, you can build a no-tech robotic part. If you can use a hot glue gun, you can learn to solder basic electronics into a low-tech robot that reacts to its environment. And if you can figure out how to use the apps on your smart phone, you can learn enough programming to communicate with a simple robot. Written in language that non-engineers can understand, Making Simple Robots helps beginners move beyond basic craft skills and materials to the latest products and tools being used by artists and inventors. Find out how to animate folded paper origami, design a versatile robot wheel-leg for 3D printing, or program a rag doll to blink its cyborg eye. Each project includes step-by-step directions as well as clear diagrams and photographs. And every chapter offers suggestions for modifying and expanding the projects, so that you can return to the projects again and again as your skill set grows.

Book Information

File Size: 15891 KB

Print Length: 225 pages

Page Numbers Source ISBN: 1457183633

Simultaneous Device Usage: Unlimited

Publisher: Maker Media, Inc; 1 edition (February 19, 2015)

Publication Date: February 23, 2015

Sold by:Â Digital Services LLC

Language: English

ASIN: B00U1VU2AQ

Text-to-Speech: Enabled

X-Ray: Not Enabled

Word Wise: Enabled

Lending: Not Enabled

Enhanced Typesetting: Not Enabled

Best Sellers Rank: #548,232 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #15

inÂ Kindle Store > Kindle eBooks > Children's eBooks > Science, Nature & How It Works >

Electricity & Electronics #21 inÂ Kindle Store > Kindle eBooks > Children's eBooks > Science,

Nature & How It Works > Inventions & Inventors #73 inÂ Kindle Store > Kindle eBooks > Children's

Customer Reviews

You've watched the development of the geek renaissance with joy, but from the sidelines. You don't like programming, understand calculus, or know much about physical science. You celebrate Pi Day with all your mathy friends, and you follow IFLS on Facebook. You get Instructables e-mails ever since that one epic Halloween project. You joined the hackerspace to use their laser cutter for a craft idea you had to try. Maybe you've even made something using a 3D printer when your public library got a grant and held an intro class. You enjoy these things, but they are the wading pool, and you are still wary of deeper waters, remembering how miserably you failed to swim in grade school. At the thought of doing any major robotics, electronics, or engineering project, you still feel intimidated. No, no, wrong word, not intimidated; you like to learn, you have the spirit of a do'er and a maker. You're just a bit... outside. Perhaps you could best describe yourself as being not science-y exactly, but friendly with the science-y. Now with all these cool-looking projects at your doorstep, you're starting to wonder... is it because you're a girl, caught up in the bias of your generation's teachers? Is it because your high school was impoverished? Or maybe you are a white male of economic means, but you blithely pigeonholed yourself right alongside the burned-out junior-high guidance counselor who told you you were a humanities sort of kid. The generation above us, the one that believed that science isn't for everyone, has been proven wrong. Now the maker revolution is come.

That is collection of different project, each of them covering a separate aspect of robotics, like different materials, different kinds of movement, or interaction. It is not meant to complete one robot that incorporates all of the above, those are all separate projects, and they are all very different. Many of the projects require substantial investment, like littleBits sets or a 3D printer (or 3D printing service), although 3D printing is something that is more and more available, if not in homes, than at schools and libraries, so it might not be such a big deal. The projects range from sculpting your face over a printed photo with a Model Magic clay, to sewing, to soldering to Scratch and Arduino programming. Each of the projects is interesting by itself, and there is a lot of extra information about each topic, including history of the subject and why is it important, and links to where to find more information. I think that as a concept, this book is great and has lots of interesting ideas. But as a practical guide, I am not so sure, because of so many different expensive or obscure equipment being used for the projects that are quite simplistic and basic. My 5 year old is trying to

work on the project on the front cover (obviously, with help), because we do have littleBits already, but who in their right mind will go and buy littleBits for this project instead of a motor and some wires? And if you do have littleBits than why choose this book with only two littleBits projects? (maybe because as of now there is only one other book on littleBits, and with poor reviews?) And where on Earth can we find 5 inch long thin rubber bands for the project?

[Download to continue reading...](#)

Making Simple Robots: Exploring Cutting-Edge Robotics with Everyday Stuff Robots and Robotics High Risk Robots Macmillan Library (Robots and Robotics - Macmillan Library) Don't Sweat the Small Stuff and It's All Small Stuff: Simple Ways to Keep the Little Things From Taking Over Your Life (Don't Sweat the Small Stuff Series) FastSLAM: A Scalable Method for the Simultaneous Localization and Mapping Problem in Robotics (Springer Tracts in Advanced Robotics) Robotics, Vision and Control: Fundamental Algorithms in MATLAB (Springer Tracts in Advanced Robotics) National Geographic Kids Everything Robotics: All the Photos, Facts, and Fun to Make You Race for Robots Biomimetic Neural Learning for Intelligent Robots: Intelligent Systems, Cognitive Robotics, and Neuroscience (Lecture Notes in Computer Science) 3D-Position Tracking and Control for All-Terrain Robots (Springer Tracts in Advanced Robotics) Embedded Robotics: A Hardware Architecture for Simultaneous Localization and Mapping of Mobile Robots Environment Learning for Indoor Mobile Robots: A Stochastic State Estimation Approach to Simultaneous Localization and Map Building (Springer Tracts in Advanced Robotics) The Lutheran Handbook: A Field Guide to Church Stuff, Everyday Stuff, and the Bible Rotary Cutting Revolution: New One-Step Cutting, 8 Quilt Blocks Don't Sweat the Small Stuff for Teens: Simple Ways to Keep Your Cool in Stressful Times (Don't Sweat the Small Stuff Series) Paper Robots: 25 Fantastic Robots You Can Build Yourself Robots, Robots Everywhere! (Little Golden Book) Robots, Robots Everywhere (Little Golden Board Book) House of Robots: Robots Go Wild! Gemstone Tumbling, Cutting, Drilling & Cabochon Making: A Simple Guide to Finishing Rough Stones Exploring the World of Chemistry: From Ancient Metals to High-Speed Computers (Exploring Series) (Exploring (New Leaf Press)) Drawing Cutting Edge Anatomy: The Ultimate Reference for Comic Book Artists

[Dmca](#)