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United States Exports of Domestic and Foreign Merchandise 1947

Boost Your STEAM Program With Great Literature and Activities Liz Knowles Ed.D. 2018-06-01 You've created a STEAM program in your library, but how do you work literacy into the curriculum? With this collection of resource recommendations, direction for program development, and activities, you'll have students reading proficiently in no time. • Presents complementary annotated books and discussion questions to engage students in STEAM topics • Offers topical project and problem-solving activity ideas for students in the library makerspace • Provides research and additional resources for teachers and librarians to use in implementing successful STEAM programs

Build Your Own CNC Machine James Floyd Kelly 2010-02-09 Do you like to build things? Are you ever frustrated at having to compromise your designs to fit whatever parts happen to be available? Would you like to fabricate your own parts? Build Your Own CNC Machine is the book to get you started. CNC expert Patrick Hood-Daniel and best-selling author James Kelly team up to show you how to construct your very own CNC machine. Then they go on to show you how to use it, how to document your designs in computer-aided design (CAD) programs, and how to output your designs as specifications and tool paths that feed into the CNC machine, controlling it as it builds whatever parts your imagination can dream up. Don't be intimidated by abbreviations like CNC and terms like computer-aided design. Patrick and James have chosen a CNC-machine design that is simple to fabricate. You need only basic woodworking skills and a budget of perhaps $500 to $1,000 to spend on the wood, a router, and various other parts that you'll need. With some patience and some follow-through, you'll soon be up and running with a really fun machine that'll unleash your creativity and turn your imagination into physical reality. The authors go on to show you how to test your machine, including configuring the software. Provides links for learning how to design and mill whatever you can dream up The perfect parent/child project that is also suitable for scouting groups, clubs, school shop classes, and other organizations that benefit from projects that foster skills development and teamwork No unusual tools needed beyond a circular saw and what you likely already have in your home toolbox Teaches you to design and mill your very own wooden and aluminum parts, toys, gadgets—whatever you can dream up

Building Better Universities Jos Boys 2014-11-13 Building Better Universities provides a wide-ranging summary and critical review of the increasing number of groundbreaking initiatives undertaken by universities and colleges around the world. It suggests that we have reached a key moment for the higher education sector in which the services, location, scale, ownership, and distinctiveness of education are being altered dramatically, whether universities and colleges want it or not. These shifts are affecting traditional assumptions about both the future 'shape' of higher education institutions, and the roles of—and relationships between—learners, teachers, researchers, managers, businesses, communities and other stakeholders. Building Better Universities aims to bridge the gap between educational ideas about what the university is, or should be 'for', and its day-to-day practices and organisation. It roams across strategic, operational, and institutional issues; space planning and building design; and technological change, in order to bring together issues that are often dealt with separately. By analysing the many challenges faced by higher education in the contemporary period, and exploring the various ways universities and colleges are responding, this powerful book aims to support a 'step-change' in debates over the future of higher education, and to enable senior managers and faculty to develop more strategic and creative ways of enabling effective twenty-first-century learning in their own institutions.

Ethical Ripples of Creativity and Innovation Seana Moran 2016-04-08 If we are going to promote creativity as an ideal to strive toward, shouldn't we make sure we also instil ethical anticipation so our creative contributions produce a better world rather than chaos and waste? Creativity drives cultural development. We all, directly or indirectly, collaborate in the creation of culture, and we are jointly responsible for the way that culture develops. The goals and decisions we make as both creators and adopters pave pathways into the future for us all. Instead of merely reflecting on past events, Ethical Ripples of Creativity and Innovation educates for 'proflection'—through cases that present what-might-be scenarios for creative contributions that are emerging into mainstream culture, stimulating real-time thinking about creativity-in-action.. This book offers the opportunity to strengthen ethical anticipation by considering the possibilities streaming from current creative offerings that affect our bodies, emotions, selves, and social interactions.

Making Simple Robots Kathy Ceceri 2015-02-19 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.

Creating with 3D Printers Amie Jane Leavitt 2016-12-15 This book is a practical guide to better understanding 3D printers and how they can be used in a Fab Lab (fabrication laboratory) setting. Most important, the text shows how Fab Lab skills are relevant to students' STEM classes at school and their development of a career path.

Disruptive and Emerging Technology Trends Across Education and the Workplace Delello, Julie Anne 2020-03-06 Advancing technologies are rapidly modifying the current state of business and society causing an expansion of possible career opportunities. In order to stay competitive, institutions of education must provide an emphasis on the wide-range of skills and experiences needed to contribute to a 21st century workforce. As new technologies emerge and even disrupt, there will be a demand for new forms of education and deeper learning. Disruptive and Emerging Technology Trends Across Education and the Workplace is a collection of innovative research on the latest instructive methods being utilized in classrooms and organizations as well as the benefits and challenges of adopting these technologies. While highlighting topics including mobile learning, augmented reality, and cryptocurrencies, this book is ideally designed for developers, professionals, educators, managers, researchers, scientists, stakeholders, strategists, practitioners, and students seeking current research on new forms of educational techniques in relation to the continued application of new technologies in the workplace.

The long tail Chris Anderson 2013-04-22 Waarom we in de toekomst minder verkopen van meer. Wat gebeurt er wanneer de mogelijkheden eindeloos lijken te zijn, wanneer alles beschikbaar wordt voor iedereen en het verschil tussen vraag en aanbod er niet langer toe doet? Door de komst van internet is onze wereld veranderd en werden nieuwe waarheden over consumentengedrag onthuld. Chris Anderson, hoofdredacteur van Wired Magazine, beschrijft in de inmiddels verworden klassieker The Long Tail de businessmodellen van winkels als Amazon.com, Bol.com en iTunes en laat zien waarom we in de toekomst minder zullen verkopen van meer. Doorbreek de tirannie van de grootste gemene deler, ontdek het geheim van de lange staart! 'Dit is een echte managementklassieker. Bij Bol.com zeggen we altijd dat we The Long Tail hebben uitgevonden. We waren alleen te druk bezig om er een boek over te schrijven. Goed dat internetgoeroe Chris Anderson dat wél heeft gedaan!' Daniel Ropers, directeur Bol.com 'The Long Tail is zowel provocerend als informatief. Dit boek hoort in je boekenkast tussen Tipping Point en Freakonomics te staan.' Reed Hastings, oprichter en ceo van Netflix 'Een voortreffelijk boek.' The Times 'Een absolute aanrader en een klassieker in de marketingliteratuur.'Marketingfacts.nl 'Chris Andersons timing is absoluut perfect. Weinigen hielden het voor mogelijk dat de toenemende invloed van internet zo veel kansen en mogelijkheden zou bieden.' Eric Schmidt, voormalig ceo van Google

Boys' Life 1982-11 Boys' Life is the official youth magazine for the Boy Scouts of America. Published since 1911, it contains a proven mix of news, nature, sports, history, fiction, science, comics, and Scouting.

Pulsation in Architecture Eric Goldemberg 2012 Pulsation in Architecture highlights the role of digital design as the catalyst for a new spatial sensibility related to rhythmic perception. It proposes a novel critical reception of computational architecture based on the ability of digital design to move beyond mere instrumentality, and to engage with core aspects of the discipline: the generative engine of digital architecture reinvigorates a discourse of part-to-whole relationships through the lens of rhythmic affect. There is a paradigm shift in spatial perception due to the intense use of computational techniques and the capacity to morph massive amounts of data in spatial patterns; rhythm plays a pivotal role in the articulation of the topology of buildings, generating the atmospheric character that induces moods and throbbing sensations in space. Pulsation introduces the fundamental animate capacity of living form and reshapes our perception of architectural space across the multiple scales of a project, from digital inception to fabrication. An emerging thread of rhythmic sensibility loosely binds a survey of contemporary design practices, including contributions by Peter Eisenman, Jeff Kipnis, Greg Lynn, UNStudio, Preston Scott Cohen, Reiser + Umemoto, Asymptote, Ali Rahim, Hernan Diaz Alonso, Ruy Klein, Gage / Clemenceau, NOX, Evan Douglis Studio, kokkugia, and MONAD Studio.

3D Printing Projects Brook Drumm 2015-10-07 Even if you've never touched a 3D printer, these projects will excite and empower you to learn new skills, extend your current abilities, and awaken your creative impulses. Each project uses a unique combination of electronics, hand assembly techniques, custom 3D-printed parts, and software, while teaching you how to think through and execute your own ideas. Written by the founder of Printrbot, his staff, and veteran DIY authors, this book of projects exemplifies the broad range of highly personalized, limit-pushing project possibilities of 3D printing when combined with affordable electronic components and materials. In Make: 3D Printing Projects, you'll: Print and assemble a modular lamp that's suitable for beginners--and quickly gets you incorporating electronics into 3D-printed structures. Learn about RC vehicles by fabricating--and driving--your own sleek, shiny, and fast Inverted Trike. Model a 1950s-style Raygun Pen through a step-by-step primer on how to augment an existing object through rapid prototyping. Fabricate a fully functional, battery-powered screwdriver, while learning how to tear down and reconstruct your own tools. Get hands-on with animatronics by building your own set of life-like mechanical eyes. Make a Raspberry Pi robot that rides a monorail of string, can turn corners, runs its own web server, streams video, and is remote-controlled from your phone. Build and customize a bubble-blowing robot, flower watering contraption, and a DIY camera gimbal.

Robot Builder's Bonanza, 4th Edition Gordon McComb 2011-04-22 The Bestselling Robotics Book--Now with New Projects and Online Tools! "Amazing...should be required reading for any budding robot builder!" -GeekDad, Wired.com Have fun while learning how to design, construct, and use small robots! This richly illustrated guide offers everything you need to know to construct sophisticated, fully autonomous robots that can be programmed from your computer. Fully updated with the latest technologies and techniques, Robot Builder's Bonanza, Fourth Edition includes step-by-step plans that take you from building basic motorized platforms to giving the machine a brain--and teaching it to walk, talk, and obey commands. This robot builder's paradise is packed with more than 100 affordable projects, including 10 completely new robot designs. The projects are modular and can be combined to create a variety of highly intelligent and workable robots of all shapes and sizes. Mix and match the projects to develop your own unique creations. The only limit is your imagination! Robot Builder's Bonanza, Fourth Edition covers: Parts, materials, and tools Building motorized wooden, plastic, and metal platforms Rapid prototyping methods Drafting bots with computer-aided design Constructing high-tech robots from toys Building bots from found parts Power, motors, and locomotion Robots with wheels, tracks, and legs Constructing robotic arms and grippers Robot electronics and circuit making Computers and electronic control Microcontrollers--Arduino, PICAXE, and the BASIC stamp Remote control systems Sensors, navigation, and visual feedback Robot vision via proximity, light, and distance New! FREE online content at: www.robotoid.com My First Robot tutorial lessons Project parts finder Animated, interactive learning tools How-to videos, robot e-plans, bonus articles, links, and more Plus, go to: www.mhprofessional.com/rbb4 for: Downloadable programs RBB app notes Bonus chapters Make Great Stuff! TAB, an imprint of McGraw-Hill Professional, is a leading publisher of DIY technology books for makers, hackers, and electronics hobbyists.

Billboard 1977-03-05 In its 114th year, Billboard remains the world's premier weekly music publication and a diverse digital, events, brand, content and data licensing platform. Billboard publishes the most trusted charts and offers unrivaled reporting about the latest music, video, gaming, media, digital and mobile entertainment issues and trends.

Science in a Time of Crisis: Communication, Engagement and the Lived Experience of the Covid-19 Pandemic Dara M. Wald 2022-06-02

Robot Magic Mario Marchese 2021-09-16 Learn robotics through magic, or enhance your magic with robotics! This book is a beginner's guide to creating robotics-infused magic, with a dedication to accessibility -- cardboard meets Arduino meets magic! All ages, backgrounds, and abilities will find clever, fun projects within these pages that challenge their creativity and explode their imagination.

Robot Builder John Baichtal 2014-10-29 Absolutely no experience needed! Learn robot building from the ground up, hands-on, in full color! Love robots? Start building them. It's way easier than you ever imagined! John Baichtal has helped thousands of people get started with robotics. He knows what beginners need to know. He knows your questions. He knows where you might need extra help. Now, he's brought together this practical knowledge in one incredibly easy tutorial. Hundreds of full-color photos guide you through every step, every skill. You'll start simple, as you build a working robot in the very first chapter. Then, you'll grow your skills to expert-level: powering motors, configuring sensors, constructing a chassis, even programming low-cost Arduino microcontrollers. You'll learn hands-on, through real step-by-step projects…and go straight to the cutting-edge with in-depth sidebars. Wondering just how much you can really do? Baichtal shows you 30 incredible robots built by people just like you! John Baichtal's books about toys, tools, robots, and hobby electronics include Hack This: 24 Incredible Hackerspace Projects from the DIY Movemen't; Basic Robot Building With Lego Mindstorms NXT 2. 0; Arduino for Beginners; MAKE: Lego and Arduino Projects for MAKE (as coauthor); and the forthcoming Building Your Own Drones: The Beginner's Guide to UAVs and ROVs. A founding member of the pioneering Twin Cities Maker hackerspace, he got his start writing for Wired's legendary GeekDad blog, and for DIYer bible MAKE Magazine. Make your robots move with motors and wheels Build solar-powered robots that work without batteries Control robots via Wi-Fi, radio, or even across the Internet Program robots to respond to sensor inputs Use your standard TV remote to control your robots Create robots that detect intruders and shoot them with Nerf® darts Grab and carry objects using claws and grippers Build water-borne robots that float, submerge, and "swim" Create "artbots" that paint or draw original artworks Enable your robots to send text messages when they take specific actions Discover today's new generation of hobbyist-friendly robotics kits Organize your ultimate robot-builder's toolbox Master simple safety routines that protect you whatever you're building

Research Anthology on Makerspaces and 3D Printing in Education Management Association, Information Resources 2022-05-06 Education has changed dramatically in recent years as educational technologies evolve and develop at a rapid pace. Teachers and institutions must constantly update their practices and curricula to match this changing landscape to ensure students receive the best education possible. 3D printing has emerged as a new technology that has the potential to enhance student learning and development. Moreover, the availability of makerspaces within schools and libraries allows students to utilize technologies that drive creativity. Further study on the strategies and challenges of implementation is needed for educators to appropriately adopt these learning practices. The Research Anthology on

Makerspaces and 3D Printing in Education considers the benefits these technologies provide in relation to education as well as the various ways they can be utilized in the classroom for student learning. The book also provides a review of the difficulties educators face when implementing these technologies into their curricula and ensuring student success. Covering topics such as educational technologies, creativity, and online learning, this major reference work is ideal for administrators, principals, researchers, scholars, practitioners, academicians, instructors, and students.

Britannica Book of the Year 2014 Encyclopaedia Britannica, Inc. 2014-03-01 The Britannica Book of the Year 2014 provides a valuable viewpoint of the people and events that shaped the year and serves as a great reference source for the latest news on the ever changing populations, governments, and economies throughout the world. It is an accurate and comprehensive reference that you will reach for again and again.

Patterns of Commoning David Bollier 2015-11-06 What accounts for the persistence and spread of "commoning," the irrepressible desire of people to collaborate and share to meet everyday needs? How are the more successful projects governed? And why are so many people embracing the commons as a powerful strategy for building a fair, humane and Earth-respecting social order? In more than fifty original essays, Patterns of Commoning addresses these questions and probes the inner complexities of this timeless social paradigm. The book surveys some of the most notable, inspiring commons around the world, from alternative currencies and open design and manufacturing, to centuries-old community forests and co-learning commons - and dozens of others. David Bollier (www.bollier.org) is an American author, activist and independent scholar who has studied the commons for nearly twenty years. Silke Helfrich (commonsblog.wordpress.com) is a German author and independent activist of the commons who blogs at www.commonsblog.de, and cofounder of the Commons-Institut in Germany. With Michel Bauwens, Bollier and Helfrich are cofounders of the Common Strategies Group. For more information, go to the book's website, Patterns of Commoning (www.patternsofcommoning.org)

A Circular Economy Handbook for Business and Supply Chains Catherine Weetman 2016-12-03 WINNER: Les Plumes des Achats 2018 - Committee Special Prize A Circular Economy Handbook for Business and Supply Chains is an easily digestible and comprehensive handbook that provides a clear guide to the circular economy, helping the reader create future-fit, sustainable strategies. Real examples across a range of market sectors help businesses, students and policymakers understand the theory and fast-developing practice of the circular economy. To help the reader generate ideas, A Circular Economy Handbook for Business and Supply Chains provides a holistic framework for the design and supply chain and supporting business models, and includes tools the reader can use to get started. Whilst growing global consumption presents fantastic business opportunities, our current linear systems (take some materials, make a product, use it and then throw it away) are not fit for purpose. The circular economy unlocks this problem by decoupling resources from consumption. Engaged businesses are re-thinking product design, material choices, business models and supply chains. A Circular Economy Handbook for Business and Supply Chains is a must-read for anyone who wants to apply the circular economy today. Online resources now available: PowerPoint slides of figures and tables from every chapter created by the author.

3D Printing Melissa Koch 2017-10-01 3D printing was once only known through science fiction, such as Star Trek, the popular 1960s TV series. But inventors and engineers on Earth began experimenting in real life with 3D printing to find faster ways to develop and build prototypes, using computers, ultraviolet lasers, and printable materials. Now, there are many innovative uses for 3D printing. Yet 3D printing has drawbacks. Chemicals used in 3D printing can be toxic, and legal experts are not sure how to protect 3D printing inventions so that others do not steal ideas. Learn how 3D printing works and how we can keep up with the safety, health, and legal challenges that lie ahead.

Robot Futures Illah Reza Nourbakhsh 2015-08-21 A roboticist imagines life with robots that sell us products, drive our cars, even allow us to assume new physical form, and more. With robots, we are inventing a new species that is part material and part digital. The ambition of modern robotics goes beyond copying humans, beyond the effort to make walking, talking androids that are indistinguishable from people. Future robots will have superhuman abilities in both the physical and digital realms. They will be embedded in our physical spaces, with the ability to go where we cannot, and will have minds of their own, thanks to artificial intelligence. In Robot Futures, the roboticist Illah Reza Nourbakhsh considers how we will share our world with these creatures, and how our society could change as it incorporates a race of stronger, smarter beings. Nourbakhsh imagines a future that includes adbots offering interactive custom messaging; robotic flying toys that operate by means of "gaze tracking"; robot-enabled multimodal, multicontinental telepresence; and even a way that nanorobots could allow us to assume different physical forms. Nourbakhsh examines the underlying technology and the social consequences of each scenario. He also offers a counter-vision: a robotics designed to create civic and community empowerment. His book helps us understand why that is the robot future we should try to bring about.

Machinery, Materials Science and Engineering Applications Fei Lei 2017-03-31 This conference proceeding contains papers presented at the 6th International Conference on Machinery, Materials Science and Engineering Applications (MMSE 2016), held 28-30 October, 2016 in Wuhan, China. The conference proceeding contributions cover a large number of topics, both theoretical and applied, including Material science, Electrical Engineering and Automation Control, Electronic Engineering, Applied Mechanics, Mechanical Engineering, Aerospace Science and Technology, Computer Science and Information technology and other related engineering topics. MMSE provides a perfect platform for scientists and engineering researchers to exchange ideas, build cooperative relationships and discuss the latest scientific achievements. MMSE will be of interest for academics and professionals working in a wide range of industrial, governmental and academic sectors, including Material Science, Electrical and Electronic Engineering, Information Technology and Telecommunications, Civil Engineering, Energy Production, Manufacturing, Mechanical Engineering, Nuclear Engineering, Transportation and Aerospace Science and Technology.

Making Things Move DIY Mechanisms for Inventors, Hobbyists, and Artists Dustyn Roberts 2010-11-17 Get Your Move On! In Making Things Move: DIY Mechanisms for Inventors, Hobbyists, and Artists, you'll learn how to successfully build moving mechanisms through non-technical explanations, examples, and do-it-yourself projects--from kinetic art installations to creative toys to energy-harvesting devices. Photographs, illustrations, screen shots, and images of 3D models are included for each project. This unique resource emphasizes using off-the-shelf components, readily available materials, and accessible fabrication techniques. Simple projects give you hands-on practice applying the skills covered in each chapter, and more complex projects at the end of the book incorporate topics from multiple chapters. Turn your imaginative ideas into reality with help from this practical, inventive guide. Discover how to: Find and select materials Fasten and join parts Measure force, friction, and torque Understand mechanical and electrical power, work, and energy Create and control motion Work with bearings, couplers, gears, screws, and springs Combine simple machines for work and fun Projects include: Rube Goldberg breakfast machine Mousetrap powered car DIY motor with magnet wire Motor direction and speed control Designing and fabricating spur gears Animated creations in paper An interactive rotating platform Small vertical axis wind turbine SADbot: the seasonally affected drawing robot Make Great Stuff! TAB, an imprint of McGraw-Hill Professional, is a leading publisher of DIY technology books for makers, hackers, and electronics hobbyists.

Creating with 3D Scanners Kerry Hinton 2016-12-15 This title is the go-to guide for students with interests in replication, cataloging, and archiving. In addition to covering the basics of 3D scanning, readers will learn in-depth details about these machines work, about the different kinds of 3D scanners that exist, how to operate them, and what differentiates various models from each other. There are many uses for 3D scanners in the world, and in this text, they all have their moment in the spotlight. Also included are relevant projects for beginner, intermediate, and advanced Fab Lab users, and how their learning applies to STEM courses and beyond.

English Mechanic and World of Science ... 1896

Hacking Jon Mark Erickson 2004

World Congress on Medical Physics and Biomedical Engineering September 7 - 12, 2009 Munich, Germany Olaf Dössel 2010-01-06 Present Your Research to the World! The World Congress 2009 on Medical Physics and Biomedical Engineering – the triennial scientific meeting of the IUPESM - is the world's leading forum for presenting the results of current scientific work in health-related physics and technologies to an international audience. With more than 2,800 presentations it will be the biggest conference in the fields of Medical Physics and Biomedical Engineering in 2009! Medical physics, biomedical engineering and bioengineering have been driving forces of innovation and progress in medicine and healthcare over the past two decades. As new key technologies arise with significant potential to open new options in diagnostics and therapeutics, it is a multidisciplinary task to evaluate their benefit for medicine and healthcare with respect to the quality of performance and therapeutic output. Covering key aspects such as information and communication technologies, micro- and nanosystems, optics and biotechnology, the congress will serve as an inter- and multidisciplinary platform that brings together people from basic research, R&D, industry and medical application to discuss these issues. As a major event for science, medicine and technology the congress provides a comprehensive overview and in–depth, first-hand information on new developments, advanced technologies and current and future applications. With this Final Program we would like to give you an overview of the dimension of the congress and invite you to join us in Munich! Olaf Dössel Congress President Wolfgang C.

Handbook of Research on Collaborative Teaching Practice in Virtual Learning Environments Panconesi, Gianni 2017-05-17 Modern technology has enhanced many aspects of life, including classroom education. By offering virtual learning experiences, educational systems can become more efficient and effective at teaching the student population. The Handbook of Research on Collaborative Teaching Practice in Virtual Learning Environments highlights program developments in the realm of digital worlds in educational settings. Featuring pedagogical methods and topics relating to cooperative learning, hands-on curriculum, and meta-cognitive dimensions, this publication is a critical reference source for pre-service and in-service teachers, school administrators, higher education faculty, and researchers interested in virtual reality incorporation in the classroom.

Practical 3D Printers Brian Evans 2012 Desktop or DIY 3D printers are devices you can either buy preassembled as a kit, or build from a collection of parts to design and print physical objects including replacement household parts, custom toys, and even art, science, or engineering projects. Maybe you have one, or maybe you're thinking about buying or building one. Practical 3D Printers takes you beyond how to build a 3D printer, to calibrating, customizing, and creating amazing models, including 3D printed text, a warship model, a robot platform, windup toys, and arcade-inspired alien invaders. You'll learn about the different types of personal 3D printers and how they work; from the MakerBot to the RepRap printers like the Huxley and Mendel, as well as the whiteAnt CNC featured in the Apress book Printing in Plastic. You'll discover how easy it is to find and design 3D models using web-based 3D modeling, and even how to create a 3D model from a 2D image. After learning the basics, this book will walk you through building multi-part models with a steampunk warship project, working with meshes to build your own action heroes, and creating an autonomous robot chassis. Finally, you'll find even more bonus projects to build, including wind-up walkers, faceted vases for the home, and a handful of useful upgrades to modify and improve your 3D printer. What you'll learn The various types of 3D printers, what they have in common, and what sets each one apart The printer toolchain, including controllers and printer interfaces The art of calibrating your printer How to find and create 3D models to print, including using Google Sketchup How to create multipart models and meshes How to upgrade both the mechanical and electronic parts in your printer Who this book is for Electronics enthusiasts, tinkerers, artists, and everyone who wants to use their 3D printer to do more than make more 3D printers.

Benjamin's Family

Popular Science 2005-09 Popular Science gives our readers the information and tools to improve their technology and their world. The core belief that Popular Science and our readers share: The future is going to be better, and science and technology are the driving forces that will help make it better.

Makers / druk 1 Chris Anderson 2013-02-22 Pleidooi voor een nieuwe vorm van ondernemerschap, die focust op kleine projecten, uitvindingen en kleinschalige samenwerkingsverbanden.

The Best of Make: Mark Frauenfelder 2007-10-24 After two years, MAKE has become one of most celebrated new magazines to hit the newsstands, and certainly one of the hottest reads. If you're just catching on to the MAKE phenomenon and wonder what you've missed, this book contains the best DIY projects from the magazine's first ten volumes -- a surefire collection of fun and challenging activities going back to MAKE's launch in early 2005. Find out why MAKE has attracted a passionate following of tech and DIY enthusiasts worldwide with one million web site visitors and a quarter of a million magazine readers. And why our podcasts consistently rank in the top-25 for computers and technology. With the Best of MAKE, you'll share the curiosity, zeal, and energy of Makers -- the citizen scientists, circuit benders, homemakers, students, automotive enthusiasts, roboticists, software developers, musicians, hackers, hobbyists, and crafters -- through this unique and inspiring assortment of DIY projects chosen by the magazine's editors. Learn to: Hack your gadgets and toys Program micontrollers to sense and react to things Take flight with rockets, planes, and other projectiles Make music from the most surprising of things Find new ways to take photos and make video Outfit yourself with the coolest tools Put together by popular demand, the Best of MAKE is the perfect gift for any maker, including current subscribers who missed early volumes of the magazine. Do you or someone you know have a passion for the magic of tinkering, hacking, and creation? Do you enjoy finding imaginative and unexpected uses for the technology and materials in your life? Then get on board with the Best of MAKE!

Het Tweede machinetijdperk Erik Brynjolfsson 2014-10-08 Internationale bestseller over de impact van technologie op ons leven: Google Glasses, zelfrijdende auto's, computers die het menselijk brein vervangen... De digitalisering heeft ons leven drastisch veranderd, en we staan nog maar aan het begin van deze revolutie. 'Vanaf nu wordt de verandering pas echt duizelingwekkend', aldus Erik Brynjolfsson en Andrew McAfee, beiden verbonden aan het prestigieuze MIT. 'En het is aanpassen of verliezen.' Miljoenen mensen dreigen hun baan te verliezen, precaire machtssevenwichten verschuiven en de sociale ongelijkheid groeit. Dit tweede tijdperk van machines kan echter ook zorgen voor meer welvaart. Maar dan moeten we nu de juiste keuzes maken.

The Big Book of Maker Skills Chris Hackett 2014-11-04 This ultimate guide for tech makers covers everything from hand tools to robots plus essential techniques for completing almost any DIY project. Makers, get ready: This is your must-have guide to taking your DIY projects to the next level. Legendary fabricator and alternative engineer Chris Hackett teams up with the editors of Popular Science to offer detailed instruction on everything from basic wood- and metalworking skills to 3D printing and laser-cutting wizardry. Hackett also explains the entrepreneurial and crowd-sourcing tactics needed to transform your back-of-the-envelope idea into a gleaming finished product. In The Big Book of Maker Skills, readers learn tried-and-true techniques from the shop classes of yore—how to use a metal lathe, or pick the perfect drill bit or saw—and get introduced to a whole new world of modern manufacturing technologies, like using CAD software, printing circuits, and more. Step-by-step illustrations, helpful diagrams, and exceptional photography make this book an easy-to-follow guide to getting your project done.

Practical 3D Printers Brian Evans 2012-09-25 Desktop or DIY 3D printers are devices you can either buy preassembled as a kit, or build from a collection of parts to design and print physical objects including replacement household parts, custom toys, and even art, science, or engineering projects. Maybe you have one, or maybe you're thinking about buying or building one. Practical 3D Printers takes you beyond how to build a 3D printer, to calibrating, customizing, and creating amazing models, including 3D printed text, a warship model, a robot platform, windup toys, and arcade-inspired alien invaders. You'll learn about the different types of personal 3D printers and how they work; from the MakerBot to the RepRap printers like the Huxley and Mendel, as well as the whiteAnt CNC featured in the Apress book Printing in Plastic. You'll discover how easy it is to find and design 3D models using web-based 3D modeling, and even how to create a 3D model from a 2D image. After learning the basics, this book will walk you through building multi-part models with a steampunk warship project, working with meshes to build your own action heroes, and creating an autonomous robot chassis. Finally, you'll find even more bonus projects to build, including wind-up walkers, faceted vases for the home, and a handful of useful upgrades to modify and improve your 3D printer.

The 15-Minute Artist kahlo Elizabeth 2020-06-18 Your kids will love learning how to draw cool stuff with the following easy-to-follow step by step illustrations and tutorials. The simple steps in this drawing book will show you and your kids how to draw optical illusions, 3-dimensional letters that pop out of the page, 3d cartooning effects, and cool things that will blow your mind. Each easy art lesson starts with easy geometric shapes that will help you and your child build the basic structure of your drawing. If your child has loved our other cartooning books, he or she will want to take their drawing skills to the next level with these super

cool drawing tricks, tips, and optical illusions.this book also gives you space to reapply the drawing and see if you have benefited .This book is for older children, teens, students, teachers, parents, and adults. You are never too old to learn how to draw. These cool drawing tricks will follow you wherever you go in life. Kids will enjoy learning how to make 3-dimensional art, letters and stuff that that pop out of the page, and so will their parents. This book is filled with cool stuff to draw - I hope you think so too! Each tutorial is broken down into the simplest of steps that can be followed by older children & teens. Kids, teenagers, students, teachers, and adults can enjoy this book...it isn't just for children. The only thing your child needs is time and interest. Let the Cool drawing and doodling start now and let the creativity flow! kids , girls , art ,drawing , books ,old , boys ,year, book , set , gift , draw, kit ,supplies ,girl, boy , toys ,crafts, paint, cool,stuff, teen , age , kits, birthdaybest craft , adults, sketch, painting, ideas ,pen ,watercolor,pencil ,teens ,pencils, sets, christmas , beginners, teenage, easter , arts , color, artist , tattoo,case,artists, things,teacher,ages, adult, sketching,design , school, fun , building,learn ,anime, small , comic ,sketchbook, face, mug, ink, top ,tools, tool , basket , sellers, kid, learning , animal, people, calligraphy, coloring, tech, toy , beginner, presents, guys, large , teachers , marvel , magazine ,years , charcoal, mugs,doodle, robot,step, graphic, animals,dragon , new,make, bad , guide, supply, easy, comics , fashion , series, amazon, cartoon, i , steam, good, instruction,games, sketchbooks ,projects , guy, student, colors, magazines ,activity, tween,olds , basics, own,right , tattoos, monster, journal,architecture ,brain,shape, educational, making, prime,techniques , paints, teaching, cases, idea , workbook , tiny ,back , really ,activities , cartoons, exercise,inmates , fall,almost, online, drink ,tweens, news, find , big,cute, shop ,robots, habits , shading ,faces, prison, pad ,photography, baskets, digital , line , deals ,v, drawings, side , game,see ,shapes ,paperback ,paper, bible,creative,history , want , lettering, eyes, beginning,mindful ,optical ,effective ,highly,selling, end,cat, print , can, no,never,human , basic , day, illusion , yr,watercolors, students, realistic, blind, just , illusions , teach,manga , animation , yoga , notebook ,image, meditation ,shade, dragons ,concrete, life , sex , children, everyday,paintings ,lessons,prints, deal, mindfulness ,canvas, needs , advanced, days , professional, hand ,puzzles, men,thing, monsters, acrylic , project , illustration ,characters.

Arduino by Example Adith Jagadish Boloor 2015-09-14 Design and build fantastic projects and devices using the Arduino platform About This Book Explore the different sensors that can be used to improve the functionality of the Arduino projects Program networking modules in conjunction with Arduino to make smarter and more communicable devices A practical guide that shows you how to utilize Arduino to create practical, useful projects Who This Book Is For This book is an ideal choice for hobbyists or professionals who want to create quick and easy projects with Arduino. As a prerequisite, readers must have a working Arduino system and some programming background, ideally in C/C++. Basic knowledge of Arduino is helpful but not required to follow along with this book. What You Will Learn Understand and utilize the capabilities of the Arduino Integrate sensors to gather environmental data and display this information in meaningful ways Add modules such as Bluetooth and Wi-Fi that allow the Arduino to communicate and send data between devices Create simple servers to allow communication to occur Build automated projects including robots while learning complex algorithms to mimic biological locomotion Implement error handling to make programs easier to debug and look more professional Integrate powerful programming tools and software such as Python and Processing to broaden the scope of what the Arduino can achieve Practice and learn basic programming etiquette In Detail Arduino an opensource physical computing platform based on a simple microcontroller board, and a development environment for writing software for the board. The opensource Arduino software (IDE) makes it easy to write code and upload it to the board. It runs on Windows, Mac OS X, and Linux. The environment is written in Java and based on Processing and other opensource software. With the growing interest in home-made, weekend projects among students and hobbyists alike, Arduino offers an innovative and feasible platform to create projects that promote creativity and technological tinkering. Arduino by Example is a project-oriented guide to help you fully utilize the power of one of the world's most powerful open source platforms, Arduino. This book demonstrates three projects ranging from a home automation project involving your lighting system to a simple robotic project to a touch sensor project. You will first learn the basic concepts such as how to get started with the Arduino, and as you start building the project, you will develop the practical skills needed to successfully build Arduino powered projects that have real-life implications. The complexity of the book slowly increases as you complete a project and move on to the next. By the end of this book, you will be able to create basic projects and utilize the elements used in the examples to construct your own devices. Style and approach This book follows a project-oriented approach, with multiple images and plenty of code to help you build your projects easily. The book uses a tutorial-based methodology where the concepts are first explained and then implemented to help you develop the projects.