

MAKING THINGS MOVE DIY

Publisher's Note: Products purchased from Third Party sellers are not guaranteed by the publisher for quality, authenticity, or access to any online entitlements included with the product. 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.

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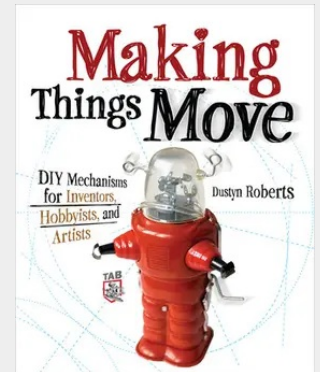
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Projects include:

- Rube Goldberg breakfast machine



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