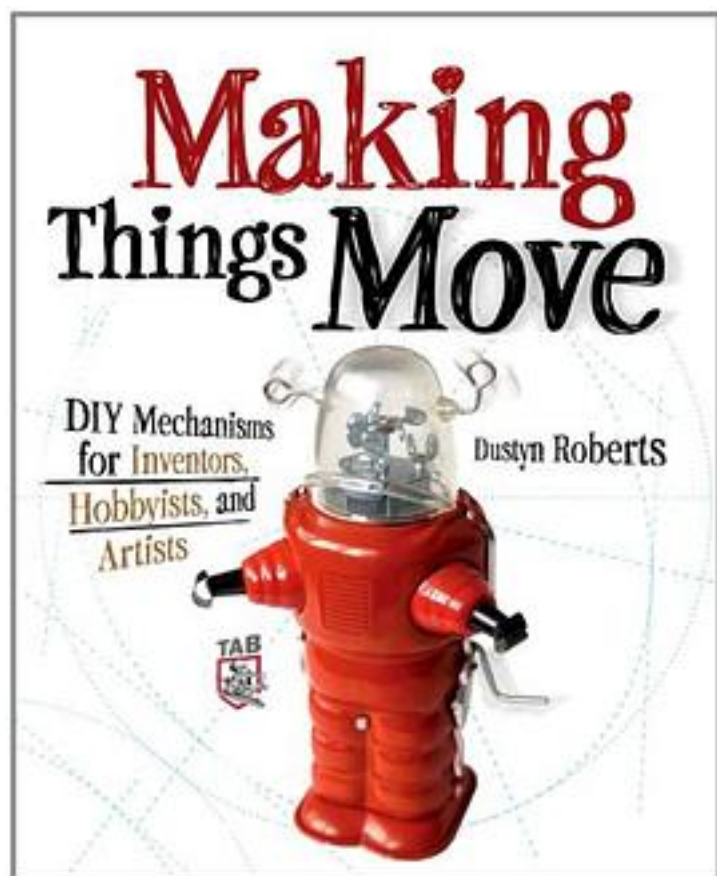


Making Things Move DIY Mechanisms for Inventors, Hobbyists, and Artists



[Making Things Move DIY Mechanisms for Inventors, Hobbyists, and Artists_ 下载链接1](#)

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出版者:McGraw-Hill/TAB Electronics

出版时间:2010-11-17

装帧:Paperback

isbn:9780071741675

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.

作者介绍:

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标签

Mechanics

工业设计

交互设计

Electronics

设计

教材

手工艺

DIY

评论

正如作者首先声明的：没有复杂的公式，没有教科书式的理论。挺全面地讲解了所有DIY需要知道的部分，专业的数据引用和根据作者自己经验的推荐是两大特色，很适合业余爱好者上手，读过一遍就能轻松记住很多自己捣鼓机械小玩意儿的基本要领。其实对学过专业知识的人来说也未必太小儿科，因为理论和实践需要结合。

有趣的图解

机械+电子+编程入门

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书评

为何读过的人这么少……

基本上把机械电子设计的方方面面都讲到了，而且算是手把手在教。书里的插图也很有味道，全手绘风格。摘两条： 1.2

最小约束是设计的最重要原则，也就是尽量减少设计或运动部件的约束。 2.3

找结构件和外壳时不要忘了lego，Tupperware，k'nex

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