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Building Open Source Hardware

BOK-13220

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DESCRIPTION

This is the first hands-on guide to the entire process of designing and manufacturing open source hardware. Drawing on extensive personal experience with DIY, maker, and hardware hacking projects, industry-leading contributors share proven approaches to design, fabrication, manufacturing, troubleshooting, licensing, documentation, and running an open source hardware business.

Part I covers the emergence and evolution of open source hardware, what open source hardware licenses mean, and the growing role of standards in making hardware more open. Part II offers expert advice from author contributors on key tasks, ranging from creating derivatives to using source files. Part III turns to production, showing how to manufacture at multiple scales - from personal to commercial.

Appendixes provide valuable checklists for design, manufacture, security, and documentation. And to foster even more hands-on learning and experimentation, the low-cost **Blinky Buildings** open sources hardware kit is used as an example throughout.

Learn How To:

- Get involved in the open source hardware community - its history and values.
- Develop designs you can successfully prototype and manufacture.
- Walk step by step through making derivatives from existing projects.
- Build open source 3D printers, and remix 3D printable objects.
- Create open source wearables.
- Work with diverse source files, from electronics to other physical materials.
- Fabricate your own designs.
- Move from prototype to commercial manufacturing, and troubleshoot problems.
- Choose a business model and build a profitable open source hardware company.
- Avoid pitfalls associated with trademarks, copyrights, patents, and licensing.
- Write documentation other hardware hackers can use.
- Use open source hardware in education, helping students learn without boundaries.

Info:

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COMMENTS 1

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I've been going back and forth on starting a hardware company for the past year. This book had some amazing insights that I haven't been able to gather anywhere else.





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In 2003, CU student Nate Seidle blew a power supply in his dorm room and, in lieu of a way to order easy replacements, decided to start his own company. Since then, SparkFun has been committed to sustainably helping our world achieve electronics literacy from our headquarters in Boulder, Colorado.

No matter your vision, SparkFun's products and resources are designed to make the world of electronics more accessible. In addition to over 2,000 open source components and widgets, SparkFun offers curriculum, training and online tutorials designed to help demystify the wonderful world of embedded electronics. We're here to help you start something.

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