HOME   PRODUCT CATEGORIES   BOOKS   MAKING THINGS MOVE

Making Things Move

BOK-10394

DESCRIPTION   FEATURES   DOCUMENTS

Dustyn Roberts' *Making Things Move* is a wonderful introduction to practical mechanics. This book teaches you the basics of building moving mechanisms through non-technical explanation, not abstract engineering theory. These straight-forward explanations, together with examples and DIY projects, will help you form a solid understanding of concepts like attaching couplers and shafts to a motor or converting rotary motion to linear motion. Jam-packed with pictures, drawings, screenshots, and down-to-Earth instruction, *Making Things Move* focuses on practical application with an emphasis on readily available parts, materials and processes.

Info:

- Author: Dustyn Roberts
- Publisher: McGraw-Hill / TAB Electronics
- Paperback: 368 pages
- ISBN 10: 0-0717-4167-4
- ISBN 13: 978-0-0717-4167-5

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Making Things Move Product Help and Resources

SKILLS NEEDED

Core Skill: Robotics

This skill concerns mechanical and robotics knowledge. You may need to know how mechanical parts interact, how motors work, or how to use motor drivers and controllers.

Skill Level: Rookie - You will be required to know some basics about motors, basic motor drivers and how simple robotic motion can be accomplished.

See all skill levels

Core Skill: Programming

If a board needs code or communicates somehow, you're going to need to know how to program or interface with it. The programming skill is all about communication and code.

Skill Level: Rookie - You will need a better fundamental understand of what code is, and how it works. You will be using beginner-level software and development tools like Arduino. You will be dealing directly with code, but numerous examples and libraries are available. Sensors or shields will communicate with serial or TTL.

See all skill levels

COMMENTS 2   REVIEWS 0

Customer Comments

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hpux735 / about 7 years ago / ★ 3

ASCII version – HA!
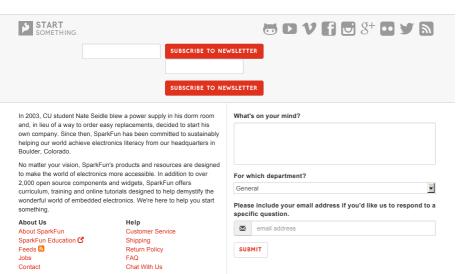
pcarre / about 7 years ago / ★ 2

This book is really good at hobbist mechanics. I have lots of robotics and electronics and this is the thinnest and the most interesting one. The book even has information I have not found in internet!

START SOMETHING.

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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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