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Making Things
Move Diy
Mechanisms
For Inventors
Hobbyists And
Artists Dustyn
Roberts

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Artists Dustyn
~~Making Things Move:
DIY Mechanisms for~~

~~Inventors, Hobbyists,
and Artists Making
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Mechanisms for
Inventors Hobbyists and
Artists Forces Make~~

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Things Move - Project
6-1: DIY Motor Making
Things Move - Project
1-1: Rube Goldberg
Breakfast Machine
~~Forces Make Things~~
~~Move Read Along Pop-~~
Up Tutorial 24 -

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Moving Arms - Part 2 -
Circular Motion

~~Making Things Move -~~

~~Project 10-1: Not Lazy~~

~~Susan Wind Lantern on~~

~~Make: Live ep05~~

Making Things Move -

Project 1-1: Rube

Goldberg Breakfast

Machine Making

Things Move - Project

10-1: Not Lazy Susan

How does an Electric

Motor work? (DC

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Motor) Basic Wooden
Mechanisms Making
Things Move - Project
6-1: DIY Motor Forces
Make Things Move
Read Aloud How to
Make a Pull Tab | Pop-
Up Cards

How To Drive A
Manual Car (FULL
Tutorial)

Making The
Reciprocating Rack
& Pinion Pop-Up

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Tutorial 15 - Moving
Arms - Part 1 Making
Things Move Diy
Mechanisms

In Making Things
Move, you'll learn how
to build moving
mechanisms through
non-technical
explanations, examples,
and do-it-yourself
projects--from art
installations to toys to
labor-saving devices.

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The projects include a drawing machine, a mini wind turbine, a mousetrap powered car, and more, but the applications of the examples are limited only by your imagination.

~~Making Things Move
DIY Mechanisms for
Inventors, Hobbyists ...~~

I see that you are

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teaching XYZ this semester, and I ' d like to suggest a book I wrote as a companion text: Making Things Move: DIY Mechanisms for Inventors, Hobbyists, and Artists. If you can send me your address I would be happy to have my publisher mail you an evaluation copy.

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~~Making Things Move~~
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-

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harvesting devices.

Photographs, illustrations, screen shots, and images of 3D models are included for each project.

~~Making Things Move
DIY Mechanisms for
Inventors, Hobbyists ...
In Making Things
Move: DIY Mechanisms
for Inventors,
Hobbyists, and Artists,~~

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Move
each project.

~~Making Things Move
DIY Mechanisms for
Inventors, Hobbyists ...~~

Making Things Move
DIY Mechanisms for
Inventors, Hobbyists,
and Artists Dustyn
Roberts New York
Chicago San Francisco
Lisbon London Madrid
Mexico City Milan New
Delhi San Juan Seoul

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Singapore Sydney
Toronto

Mechanisms

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~~GitHub Pages~~

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DIY Mechanisms for

Inventors, Hobbyists,

and Artists Dustyn

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Singapore Sydney
Toronto

Mechanisms

~~Making Things Move—
Interaction Design~~

Making Things Move:
DIY Mechanisms for
Inventors, Hobbyists,

and Artists. Making
Things Move reveals
practical mechanical
design principles to
readers who may have
no background in

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engineering and shows how to apply those principles through a wide range of sample projects, from art installations to toys to labor-saving devices.

~~About the Book |~~

~~Making Things Move~~

4 Making Things Move

Virtual / Making

Things Move: DIY

Mechanisms for

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Inventors, Hobbyists,
and Artists / Roberts /
167-4 / Chapter 1

FIGURE 1-1 The
classic playground
seesaw is an example of
a first class lever.

ch01.ps P:\010Comp\
Virtual\167-4\ch01.vp
Tuesday, October 19,
2010 3:27:08 PM Color
profile: Disabled
Composite Default
screen

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~~Introduction to
Mechanisms
For Inventors
Machines—Make
Making Things Move
DIY Mechanisms for
Inventors, Hobbyists,
and Artists. A unique
guide to practical
mechanical design
principles and their
applications In Making
Things Move , you'll
learn how to build~~

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moving mechanisms
through non-technical
explanations, examples,
and do-it-yourself
projects--from art
installations to toys to
labor-saving devices.

~~Making Things Move
DIY Mechanisms for
Inventors, Hobbyists ...
Get Your Move On . In
Making Things Move:
DIY Mechanisms for~~

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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

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models are included for
each project.

~~Making Things Move
DIY Mechanisms for
Inventors Hobbyists ...~~

Making Things Move:
DIY Mechanisms for
Inventors, Hobbyists,
and Artists by. Dustyn
Roberts. 4.05 · Rating
details · 238 ratings ·
20 reviews Publisher's

Note: Products

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Hobbyists And
Artists
Dustyn
Roberts

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~~Making Things Move:
DIY Mechanisms for
Inventors ...~~

Overview. In Making
Things Move: DIY

Page 24/60

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Mechanisms for
Inventors, Hobbyists,
and Artists, you'll learn
how to successfully build
moving mechanisms and
through non-technical
explanations, examples,
and do-it-yourself
projects—from kinetic
art installations to
creative toys to energy-
harvesting devices.
Photographs,
illustrations, screen

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shots, and images of 3D models are included for each project.

~~Making Things Move
DIY Mechanisms for
Inventors, Hobbyists ...~~

In Making Things
Move: DIY Mechanisms
for Inventors,
Hobbyists, and Artists,
you'll learn how to
successfully build
moving mechanisms

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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.

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~~DIY Mechanisms for
Inventors, Hobbyists ...~~

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Move: DIY Mechanisms
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~~—Making Things Move
DIY Mechanisms for
Inventors ...~~

In Making Things Move, you ' ll learn how to build moving

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non-technical
explanations, examples,
and do-it-yourself
projects — from art
installations to toys to
labor-saving devices.

~~Making Things Move
Diy Mechanisms For
Inventors Hobbyists ...~~

In Making Things
Move: DIY Mechanisms
for Inventors,

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Hobbyists, and Artists,
you'll learn how to
successfully build
moving mechanisms
through non-technical
explanations, examples,
and do-it-yourself
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art installations to
creative toys to energy-
harvesting devices.

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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.

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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

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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

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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

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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

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technology books for
makers, hackers, and
electronics hobbyists.

For Inventors
Hobbyists And
Making Things Move:
DIY Mechanisms for
Inventors, Hobbyists,
and Artists, you'll learn
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and do-it-yourself

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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

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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

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and select materials
Fasten and join parts
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mechanical and
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and energy Create and
control motion Work
with bearings, couplers,
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DIY motor with magnet

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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

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Great Stuff! TAB, an imprint of McGraw-Hill Professional, is a leading publisher of DIY technology books for makers, hackers, and electronics hobbyists.

Making Automata is hard. Making other sorts of three dimensional objects can also be hard, but the extra dimension of

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movement seems to add a disproportionate amount of difficulty. For most people, especially those untrained in engineering skills, getting to the point where making mechanical devices is easy, can be a long and frustrating task. Then again, there are many people who have a sound understanding of

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More Diy
engineering but can't
even draw a horse.

Mechanisms
For Inventors
Hobbyists And
Artists
Dustyn
Roberts
These things can be
learnt. This book does
not teach you to draw a
horse, but it removes the
mystery that surrounds
the world of

mechanisms and the
business of making
things move. Cabaret
Mechanical Movement
contains a lot of theory
but it is also packed with

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practical tips and ideas
for making your own
automata, moving toys,
or mechanical sculpture.

Hobbyists And Artists Dusty Roberts

Designing and making
successful automata
involves combining
materials, mechanisms
and magic. Making
Simple Automata
explains how to design
and construct small
scale, simple mechanical

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Mechanisms
For Inventors
Hobbyists And
Artists
Dustyn
Roberts

devices made for fun.

Materials such as paper and card, wood, wire, tinplate and plastics are covered along with mechanisms - levers and linkages, cranks and cams, wheels, gears, pulleys, springs, ratchets and pawls. This wonderful book is illustrated with examples throughout and explains the six

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golden rules for making automata alongside detailed step-by-step projects. Magic - an unanalyzable charm, a strong fascination so that the whole is more than the sum of its parts. Superbly illustrated with 110 colour photographs with examples and detailed step-by-step projects.

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The popular DIY evil genius format provides hobbyists with a fun and inexpensive way to learn Mechatronics (the merger of electronics and mechanics) via 25 complete projects.

Projects include:
mechanical race car,
combat robot, ionic
motor, electromagnet,
robotic arm, light beam
remote control, and

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more Includes "parts lists" and "tool bin" for each project Covers all the preparation needed to begin building, such as "how to solder," "how to recognize components and diagrams, "how to read a schematic," etc.

Intended for machinery, mechanism, and device designers; engineers,

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technicians; and
inventors and students,
this fourth edition
includes a glossary of
machine design and
kinematics terms;
material on robotics;
and information on
nanotechnology and
mechanisms
applications.

This beautiful book
draws on Robert Race's

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extensive collection of traditional moving toys, looking at the ways the makers have achieved remarkable and varied results, often with very limited resources. Each chapter begins by looking at the mechanisms and materials used in some of these traditional moving toys, goes on to consider possible

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variations, and describes how to make a related moving toy. It continues, from this basis, to develop a design for an automaton. The book shows that designing and making these simple but wonderfully satisfying mechanical devices is fun, and that good results can be achieved in many

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different ways, using a variety of materials, tools and equipment such as wood and wire, card and paper, bamboo, string, tin plate and feathers. It exploits, in a simple way, mechanisms such as levers, linkages, cranks and cams. It explores different ways of moving those mechanisms directly by hand, by

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springs or falling weights, and by the wind. Beautifully illustrated with 117 colour images.

Artists Dustyn Roberts
Epicyclic trains, oblique rollers, trip hammers, and lazy-tongs are among the ingenious mechanisms defined and illustrated in this intriguing collection.

Spanning the first

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More Diy Industrial
Revolution, this 1868
mechanisms
For Inventors
Hobbyists And
Artists Dustyn
Roberts
compilation features
simplified, concise
illustrations of the
mechanisms used in
hydraulics, steam
engines, pneumatics,
presses, horologes, and
scores of other
machines. The
movements of each of
the 507 mechanisms are
depicted in drawings on

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the left-hand page, and the facing page presents a brief description of the item's use and operation. Ranging from simple to intricately complex, the mechanisms offer a fascinating view of the variety of small components that constitute complex machinery. A detailed index provides easy

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reference to specific mechanisms. Inventors, tinkerers, and anyone with an interest in the history of invention and technology will find this volume a treasury of information and inspiration.

Patterns and instructions for creating four models.

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Introduction to

Mechanism Design:
with Computer

Applications provides an
updated approach to
undergraduate

Mechanism Design and
Kinematics

courses/modules for
engineering students.

The use of web-based
simulations, solid
modeling, and software
such as MATLAB and

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Excel is employed to link the design process with the latest software tools for the design and analysis of mechanisms and machines. While a mechanical engineer might brainstorm with a pencil and sketch pad, the final result is developed and communicated through CAD and computational

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Mechanisms
For Inventors
Hobbyists And
Artists
Dustyn
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visualizations. This modern approach to mechanical design processes has not been fully integrated in most books, as it is in this new text.

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