

The book was found

Make: Wearable Electronics: Design, Prototype, And Wear Your Own Interactive Garments



Synopsis

What if your clothing could change color to complement your skin tone, respond to your racing heartbeat, or connect you with a loved one from afar? Welcome to the world of shoes that can dynamically shift your height, jackets that display when the next bus is coming, and neckties that can nudge your business partner from across the room. Whether it be for fashion, function, or human connectedness, wearable electronics can be used to design interactive systems that are intimate and engaging. *Make: Wearable Electronics* is intended for those with an interest in physical computing who are looking to create interfaces or systems that live on the body. Perfect for makers new to wearable tech, this book introduces you to the tools, materials, and techniques for creating interactive electronic circuits and embedding them in clothing and other things you can wear. Each chapter features experiments to get you comfortable with the technology and then invites you to build upon that knowledge with your own projects. Fully illustrated with step-by-step instructions and images of amazing creations made by artists and professional designers, this book offers a concrete understanding of electronic circuits and how you can use them to bring your wearable projects from concept to prototype.

Book Information

Paperback: 280 pages

Publisher: Maker Media, Inc; 1 edition (September 5, 2014)

Language: English

ISBN-10: 1449336515

ISBN-13: 978-1449336516

Product Dimensions: 0.5 x 7.5 x 9.5 inches

Shipping Weight: 1.2 pounds (View shipping rates and policies)

Average Customer Review: 4.5 out of 5 stars [See all reviews](#) (18 customer reviews)

Best Sellers Rank: #177,763 in Books (See Top 100 in Books) #23 in [Books > Engineering & Transportation > Engineering > Electrical & Electronics > Electronics > Sensors](#) #53 in [Books > Engineering & Transportation > Engineering > Electrical & Electronics > Circuits > Design](#) #60 in [Books > Engineering & Transportation > Engineering > Electrical & Electronics > Electronics > Microelectronics](#)

Customer Reviews

Three Questions for Kate Hartman, author of *Make: Wearable Electronics*: Who is your book written for? This book is intended for those with an interest in physical computing who

are looking to create interfaces or system that live on the body. But really, it is good for anyone who wants to create wearable electronics, like performance artists, jewelry makers, fashion designers, engineers, industrial designers, costume designers, parents, students, researchers, and others. What need does it fulfill for those readers? This book provides a framework for thinking about how to incorporate electronics into clothing. It enables readers to work on a variety of levels, from a simple soft LED circuit to a complex wireless wearable communication system. What's the most exciting thing happening today in wearable electronics? What's neat about working in the wearables space right now is that it is coming to life now more than it ever has before.

We're seeing a number of wearable computing products come out that sense, track, and augment our activities in a ways that a few years ago seemed completely out of reach. Moreover, we're entering a formative period where we will be deciding what technology we will be wearing and how and when we will be wearing it. It's a great time for people to be making in this space because it gives them an opportunity to create and think critically about what comes next.

With 'Make: Wearable Electronics,' you'll learn to: Work with Flora, LilyPad, and other Arduino-compatible microcontrollers. Integrate the microcontroller itself into your wearables. Use Bluetooth and Xbee to communicate beyond the body. Construct projects with conductive ribbon, conductive felt, fabric tape, and fasteners. Add life to your wearables with LEDs, fiber optics, electroluminescent tape, and motors.

[Download to continue reading...](#)

Make: Wearable Electronics: Design, prototype, and wear your own interactive garments Fritzing for Inventors: Take Your Electronics Project from Prototype to Product The Complete Guide to Android Wear: Practical Tips, Tricks and Tutorials for Android Wear watches Property, A Contemporary Approach, 2d (Interactive Casebook) (Interactive Casebooks) (Interactive Casebook Series) Homesteading for Beginners: Self-sufficiency guide, Grow your own food, Repair your own home, Raising Livestock and Generating your own Energy (Homesteading, ... Digital Electronics: A Primer : Introductory Logic Circuit Design (Icp Primers in Electronics and Computer Science) Computerised You: How Wearable Technology Will Turn Us Into Computers (Kindle Single) Wearable Robots: Biomechatronic Exoskeletons Become the Woman of Your Dreams! (Interactive Gender Transformation Feminization Erotica) (Aurora Sparks Interactive Erotica Book 1) Beginning Web Development with Python: from prototype to production with flask, tornado and nginx Prototype and Scriptaculous in Action [Ajax] All-in-One Electronics Guide: Your complete ultimate guide to understanding and utilizing electronics! Start Your Own Corporation: Why the Rich Own Their Own Companies and Everyone Else Works for Them (Rich Dad Advisors) A Camouflage of Specimens

and Garments Everyday Lace: Simple, Sophisticated Knitted Garments Medieval Garments
Reconstructed: Norse Clothing Patterns The Garments of Torah: Essays in Biblical Hermeneutics
(Indiana Studies in Biblical Literature) Mosfet Modeling for VLSI Simulation: Theory And Practice
(International Series on Advances in Solid State Electronics) (International Series on Advances in
Solid State Electronics and Technology) The Physics And Modeling of Mosfets (International Series
on Advances in Solid State Electronics) (International Series on Advances in Solid State Electronics
and Technology (Unnumbered)) Teach Yourself Electricity and Electronics, 5th Edition (Teach
Yourself Electricity & Electronics)

[Dmca](#)