

Switch Craft Battery Powered Crafts To Make And Sew

In November 1991 the American flag was lowered for the last time at Clark Air Base in the Philippines. This act brought to an end American military presence in the Philippines that extended back over 90 years. It also represented the final act in a drama that began with the initial rumblings in April of that year of the Mount Pinatubo volcano, located about 9 miles to the east of Clark. The following pages tell the remarkable story of the men and women of the Clark community and their ordeal in planning for and carrying out their evacuation from Clark in the face of impending volcanic activity. It documents the actions of those who remained on the base during a series of eruptions, and the packing out of the base during subsequent months. This is the story of the "Ash Warriors," those Air Force men and women who carried out their mission in the face of an incredible series of natural disasters, including volcanic eruption, flood, typhoons, and earthquakes, all of which plagued Clark and the surrounding areas during June and July 1991. The author of "The Ash Warriors" knew the situation first hand. Colonel Dick Anderegg was the vice commander of the 3rd Tactical Fighter Wing when the volcano erupted, and he was at Clark throughout the evacuation and standing down of the base. He brought his own personal experience to bear in writing this story. He also conducted extensive research in the archives of the Pacific Air Forces and Thirteenth Air Force, utilized scores of interviews of those who witnessed and participated in the events, and visited Clark in 1998 to see in person how the installation had changed in the 8 years since the Americans left. This story is one of courage, resourcefulness, and dedication to duty on the part of Air Force men and women called upon to respond to one of the great natural disasters of the 20th Century. As the following pages reveal, the Ash Warriors were up to the challenge in every respect.

The evolution of digital media has enhanced global perspectives in all facets of communication, greatly increasing the range, scope, and accessibility of shared information. Due to the tremendously broad-reaching influence of digital media, its impact on learning, behavior, and social interaction has become a widely discussed topic of study, synthesizing the research of academic scholars, community educators, and developers of civic programs. The Handbook of Research on the Societal Impact of Digital Media is an authoritative reference source for recent developments in the dynamic field of digital media. This timely publication provides an overview of technological developments in digital media and their myriad applications to literacy, education, and social settings. With its extensive coverage of issues related to digital media use, this handbook is an essential aid for students, instructors, school administrators, and education policymakers who hope to increase and optimize classroom incorporation of digital media. This innovative publication features current empirical studies and theoretical frameworks addressing a variety of topics including chapters on instant messaging, podcasts, video sharing, cell phone and tablet applications, e-discussion lists, e-zines, e-books, e-textiles, virtual worlds, social networking, cyberbullying, and the ethical issues associated with these new technologies.

These works of art are electrifying! Choose from 3 electric designs, and then spark your creativity by stitching sewable LEDs to a battery with conductive thread. The custom frame perfectly tucks away the included battery pack so it's ready to hang up. Kids will be delighted that they're learning the science of electricity and basic sewing techniques! Comes with: Sewable LEDs, conductive thread, custom frame, 5 colours of felt, templates for 3 different designs, needle, sequins, embroidery floss, battery pack, glue

The bestselling unauthorized guide that will ensure that you get the most out of the Kindle - or give you all the information you need before you decide to buy.

Smart-textiles developers draw on diverse fields of knowledge to produce unique materials with enhanced properties and vast potential. Several disciplines outside the traditional textile area are involved in the construction of these smart textiles, and each individual field has its own language, specific terms and approaches. Multidisciplinary know-how for smart-textiles developers provides a filtered knowledge of these areas of expertise, explaining key expressions and demonstrating their relevance to the smart-textiles field. Following an introduction to the new enabling technologies, commercialisation and market trends that make up the future of smart-textiles development, part one reviews materials employed in the production of smart textiles. Types and processing of electro-conductive and semiconducting materials, optical fibres for smart photonic textiles, conductive nanofibres and nanocoatings, polymer-based resistive sensors, and soft capacitance fibres for touch-sensitive smart textiles are all discussed. Part two then investigates such technologies as the embedding of electronic functions, the integration of thin-film electronics, and the development of organic and large-area electronic (OLAE) technologies for smart textiles. Joining technologies are also discussed, alongside kinetic, thermoelectric and solar energy harvesting technologies, and signal processing technologies for activity-aware smart textiles. Finally, product development and applications are the focus of part three, which investigates strategies for technology management, innovation and improved sustainability, before the book concludes by exploring medical, automotive and architectural applications of smart textiles. With its distinguished editor and international team of expert contributors, Multidisciplinary know-how for smart-textiles developers is a key tool for readers working in industries including design, fashion, textiles, through to electronics, computing and material science. It also provides a useful guide to the subject for academics working across a wide range of fields.

Reviews materials used in the production of smart textiles Examines the technologies used in smart textiles, such as optical fibres and polymer based resistive sensors Investigates strategies for technology management, innovation and improved development

The major objective of this book was to identify issues related to the introduction of new materials and the effects that advanced materials will have on the durability and technical risk of future civil aircraft throughout their service life. The committee investigated the new materials and structural concepts that are likely to be incorporated into next generation commercial aircraft and the factors influencing application decisions. Based on these predictions, the committee attempted to identify the design, characterization, monitoring, and maintenance issues that are critical for the introduction of advanced materials and structural concepts into future aircraft.

"This essential guidebook will teach librarians all they need to know about the tools, supplies, techniques, and science behind e-textiles and how to design successful collections and programs around this hot new topic"--

Eclipses have long been seen as important celestial phenomena, whether as omens affecting the future of kingdoms, or as useful astronomical events to help in deriving essential parameters for theories of the motion of the moon and sun. This is the first book to collect together all presently known records of timed eclipse observations and

predictions from antiquity to the time of the invention of the telescope. In addition to cataloguing and assessing the accuracy of the various records, which come from regions as diverse as Ancient Mesopotamia, China, and Europe, the sources in which they are found are described in detail. Related questions such as what type of clocks were used to time the observations, how the eclipse predictions were made, and how these prediction schemes were derived from the available observations are also considered. The results of this investigation have important consequences for how we understand the relationship between observation and theory in early science and the role of astronomy in early cultures, and will be of interest to historians of science, astronomers, and ancient and medieval historians.

Signs of Life in the USA teaches students to read and write critically about popular culture by giving them a conceptual framework to do it: semiotics, a field of critical theory developed specifically for the interpretation of culture and its signs. Written by a prominent semiotician and an experienced writing instructor, the text's high-interest themes feature provocative and current reading selections that ask students to think analytically about America's impressive popular culture: How is TV's Mad Men a lightning rod for America's polarized political climate? Has the nature of personal identity changed in an era when we spend so much of our lives online? Signs of Life bridges the transition to college writing by providing students with academic language to talk about our common, everyday cultural experience. Read the preface. Order Multimodal Readings for Signs of Life in the USA packaged with Signs of Life in the USA, Seventh Edition using ISBN-13: 978-1-4576-1989-2.

An increasingly important feature across the technical textile industry is to produce textiles faster and to have more effective new product development (NPD). New product development in textiles: Innovation and production not only provides a fascinating overview of how products are launched, but is also a source of practical guidance for developing textile products successfully. Part one provides a general overview of innovation and textile product development that introduces the reader to the principles of developing and defining new products. Part two goes on to discuss a collection of international studies from across the textile industry. Chapters describe actual new product development projects, identifying the problems that were faced and what can be learnt from these projects, such as customer co-creation and methods for reducing the risk in NPD. Topics range from technical textiles and apparel to the end uses of textiles used within the automotive and packaging industries. With its distinguished editor and international team of expert contributors New product development in textiles: Innovation and production is an essential guide for academics and textile development professionals worldwide, in sectors ranging from design, production and marketing through to management. Provides a fascinating overview of how products are launched A source of practical guidance for developing textile products successfully Covers topics from technical textiles and apparel to the end uses of textiles used within the automotive and packaging industries

The best dollar you'll ever spend on your child's STEAM education! Scrappy Circuits is an imaginative "do-it-yourself" way to learn about electrical circuits for less than \$1 per person. Raid your junk drawer for simple office supplies, add a little cardboard, pay a visit to a local dollar store, and you are on your way to countless fun projects for learning about electronics. No soldering or expensive equipment required. Hands-on Safe Inexpensive Fun for girls and boys Perfect for ages 8-14 Teachers can build take-home sets for an entire class for around \$20. Play and learn with simple, fun projects Easy to read instructions and tons of step-by-step photos guide scrappy adventurers through the process of building over 40 unique "bricks" - DIY building blocks that can be combined into all sorts of fun and scrappy projects. Make things that light up, alarms that buzz, games that keep score, and learn about electronics, all while having fun along the way! Scrappy Circuits features resources, step-by-step illustrated building instructions, project ideas, challenges, troubleshooting steps, jokes, and advice for teachers. Take it to the next level! Projects start out simple and grow in complexity, allowing kids of all ages to start with easier projects and progress as quickly as they wish. Build all these and more Core Bricks - The five building blocks of Scrappy Circuits will have you powered up in no time. Action Bricks - It's all about action when you build things that light up, buzz, and move. Switches - Control the world with switches that turn circuits on and off in fun and interesting ways. Control Bricks - Buzzers can be loud or soft, lights bright and dim, but only if you know how to control electricity and bend it to your will! Alternative Power Sources - Learn about how batteries work by building your own. Scrappy Projects - Make alarms, games, musical instruments, secret spy devices and more.

Real-life stories need real-life crafts! Re-live amazingly awesome tale of survival, or admire a historical figure or crazy event with a craft that fits the story.

Fashion + Technology You've seen it on the runway and the red carpet - clothing and accessories that combine the world of fashion with the modern sleekness of tech. And now, the know-how to create these fashions for your own wardrobe is at your fingertips with Fashion Geek. Project Runway contestant and author Diana Eng teaches you both the sewing and technology basics you need to create your own light-up skirt, twinkling shoes and music-filled hoodie. With step-by-step instructions and how-to photos, learning the ins and outs of creating with LEDs, EL wire and zigzag stitches couldn't be easier. Learn to: Hack a pedometer to create sparkling shoes Sew headphones into a handmade monster hat Disguise your flash drive as a fabulous necklace Create light-up buttons to sew onto any jacket With Fashion Geek, every day will be your own tech fashion show! Presents a project-based magazine dedicated to the renaissance within the world of crafts. This premier issue features 23 projects such as making a programmable LED shirt, turning dud shoes into great knitted boots, felt an iPod cocoon, embroider a skateboard, and others.

"Hypnotic.... [Langlands] begins to see not just the beauty of an object.... but the deeper purpose for which each has been created." —New York Times Faced with an endless supply of mass-manufactured products, we find ourselves nostalgic for goods bearing the mark of authenticity—hand-made tools, local brews, and other objects produced by human hands. Archaeologist and medieval historian Alexander Langlands reaches as far back as the Neolithic period to recover our lost sense of craft, combining deep history

with detailed scientific analyses and his own experiences making traditional crafts. Craft brims with vivid storytelling, rich descriptions of natural landscape, and delightful surprises that will convince us to introduce more craft into our lives.

Popular Science gives our readers the information and tools to improve their technology and their world. The core belief that Popular Science and our readers share: The future is going to be better, and science and technology are the driving forces that will help make it better.

Switch CraftBattery-powered Crafts to Make and SewRandom House of Canada

From a sentient space ship lost in deep space to a man whose hatred of robots risks tearing his family apart, the characters in this collection of short stories will stay with you long after you've turned the last page. Discover the future face of human trafficking through the eyes of a little girl, follow an ancient tribe's shaman as he embarks on a journey to save his people, or share in an astronaut's final moments as an alien growth takes over his body; these are just some of the thrilling adventures packed into Infinite Science Fiction One. Infinite Science Fiction is intended to be a long-running series of anthologies. We aim to collect some of the best science fiction stories from all over the world. We will be back. # TABLE OF CONTENTS: Introduction by Dany G. Zuwen - "REAL" by Janka Hobbs - "BY THE NUMBERS" by Tim Major - "TIN SOUL" by Elizabeth Bannon - "SIX MINUTES" by P. Anthony Ramanauskas - "MATCHMAKER" by John Walters - "THE WEDDING" by Nick Hilbourn - "SLOW" by Jay Wilburn "GOSPEL OF" by Rebecca Ann Jordan - "THE SILENT DEAD" by Dan Devine - "NOTHING BESIDE REMAINS" by Matthew S. Dent - "THE NIGHT WITH STARS" by William Ledbetter - "BUTTERFLIES" by Doug Tidwell - "MESSAGE OF WAR" by Michaele Jordan - "ROLLING BY IN THE MOONLIGHT" by Liam Nicholas Pezzano - "INFINITY" by J.B. Rockwell

Arduino programming for the absolute beginner, with project-based learning Adventures in Arduino is the beginner's guide to Arduino programming, designed specifically for 11-to 15-year olds who want to learn about Arduino, but don't know where to begin. Starting with the most basic concepts, this book coaches you through nine great projects that gradually build your skills as you experiment with electronics. The easy-to-follow design and clear, plain-English instructions make this book the ideal guide for the absolute beginner, geared toward those with no computing experience. Each chapter includes a video illuminating the material, giving you plenty of support on your journey to electronics programming. Arduino is a cheap, readily available hardware development platform based around an open source, programmable circuit board. Combining these chips with sensors and servos allows you to gain experience with prototyping as you build interactive electronic crafts to bring together data and even eTextiles. Adventures in Arduino gets you started on the path of scientists, programmers, and engineers, showing you the fun way to learn electronic programming and interaction design. Discover how and where to begin Arduino programming Develop the skills and confidence to tackle other projects Make the most of Arduino with basic programming concepts Work with hardware and software to create interactive electronic devices There's nothing like watching your design come to life and interact with the real world, and Arduino gives you the capability to do that time and again. The right knowledge combined with the right tools can create an unstoppable force of innovation, and your curiosity is the spark that ignites the flame.

Adventures in Arduino gets you started on the right foot, but the path is totally up to you.

Explains how to incorporate light, vibration, sound, and other electronics with sewing to create a variety of trendy, attractive clothing items and accessories, with detailed intructions for twenty projects that range from a "Dancing Queen" skirt to a light-pulsing laptop sleeve. 20,000 first printing.

Popular Mechanics inspires, instructs and influences readers to help them master the modern world. Whether it's practical DIY home-improvement tips, gadgets and digital technology, information on the newest cars or the latest breakthroughs in science -- PM is the ultimate guide to our high-tech lifestyle.

Kids can sew too! This inspiring guide includes 21 fun sewing projects for children ages 5 and up. With easy-to-follow illustrated instructions and cut-out patterns, young crafters will quickly be sewing up colorful pillows, potholders, dolls, blankets, and more. These kid-tested projects require only minimal supervision and most can be made using simple hand stitches, so no sewing machine is required. With plenty of encouragement and helpful tips, Sewing School® helps young sewers develop their skills while sparking a passion that will last a lifetime. Also available in this series: Sewing School® 2, Sewing School® Fashion Design, Sewing School® Quilts, and Sewing School® Box Set.

Functional Aesthetics is a sequel to Seymour's highly acclaimed book "Fashionable Technology" (Springer 2008) and contains new state-of-the art and revealing artistic and design examples focusing on the aesthetic and functional aspects. Chapters like Contextual Prerequisite, Body Sculpture, or Transparent Sustainability provide in-depth studies of often visionary projects seen as stimulation for new developments in the matured field of "Fashionable Technology". The book presents inspiring projects between the poles of fashion, design, technology, and sciences. It includes a list of relevant information on DIY resources, publications, inspirations, etc.

Authored by two of the leading authorities in the field, this guide offers readers the knowledge and skills needed to achieve proficiency with embedded software.

Presents recipes for a variety of sandwiches for snacks, appetizers, breakfast, dinners, and desserts.

Computers and electronic technology have gotten so small and portable that they can be woven into the fabric we wear. Readers will discover new processes, integrate visual information with text, and learn technical word meanings as they find out how makers are creating interesting new inventions from e-textiles. They will also discover how to make their own e-textile devices with a variety of fun activities.

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From the Pulitzer Prize-winning author Lawrence Wright, whose bestselling thriller 'The End of the October' all but predicted our current pandemic, comes another momentous account, this time of COVID-19: its origins, its myriad repercussions, and the ongoing fight to contain it.

Provides instructions for creating a variety of home accents, accessories, and toys that combine crafting and technology.

La seguente pubblicazione raccoglie le ricerche svolte dal Dipartimento di Scienze per l'Architettura dell'Università degli Studi di Genova sull'accessibilità e la fruibilità degli spazi abitativi e degli oggetti di uso quotidiano, per definire una nuova concezione dell'abitare, che grazie alle ICT, sia in grado di offrire soluzioni individuali per ogni tipo di esigenza, a prescindere dall'età e dal livello di fragilità delle persone. L'approccio metodologico "Human Centered Robotic Design per l'AAL" – Ambient Assisted Living - è un approccio che si basa sulle linee guida dell'omonimo programma di ricerca europeo, ed è centrato su "Tecnologie innovative di assistenza agli anziani in ambiente domestico"; le tematiche di ricerca e i settori coinvolti sono per definizione molto ampi e vanno dalle telecomunicazioni, all'informatica, alle nanotecnologie, ai microsistemi, alla robotica, ai nuovi materiali. In tale contesto si procede dal recepire i bisogni dell'utenza ampliata e delle persone ad essa collegate (caregivers), trasformando le necessità in un oggetti tecnologici inediti capaci di fornire assistenza, cura, compagnia mediante l'impiego di protocolli innovativi.

Gossie and Gertie are best friends. They splash in the rain, play hide-and-seek, and they dive in the pond together. Everywhere Gossie goes, Gertie does too. Or does she? With charming illustrations and gentle text, Olivier Dunrea has created two lovable, sweet characters that will appeal to the youngest listeners.

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.

Pars à la découverte d'Arduino ! Amusant et facile à lire, ce livre te fera découvrir l'électronique et surtout le formidable potentiel d'Arduino, un petit microcontrôleur programmable qui permet de réaliser plein de projets ludiques. Avec des composants simples, du carton et de la colle, tu seras guidé dans la mise en oeuvre de montages de difficulté croissante, allant d'un panneau d'affichage de LED à un jeu de labyrinthe à bille. Combinant avec intelligence théorie et pratique, cet ouvrage fera de toi un pro d'Arduino et des circuits électroniques. Dans notre société toujours plus numérique, cela te donnera un super avantage pour la suite de ton parcours scolaire. Dans ce livre, tu fabriqueras : un carillon a vent électronique un mini coffre-fort à combinaison une boule de cristal qui s'illumine par magie un labyrinthe à bille qui mémorise ton score un affichage lumineux sur la manche d'un vêtement et bien d'autres projets ! A qui s'adresse cet ouvrage ? Aux 10-15 ans, parents et enseignants. Sur www.editions-eyrolles.com/go/arduino Télécharge toutes les ressources (code source, vidéos) du livre.

A vital resource for pilots, instructors, and students, from the most trusted source of aeronautic information.

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