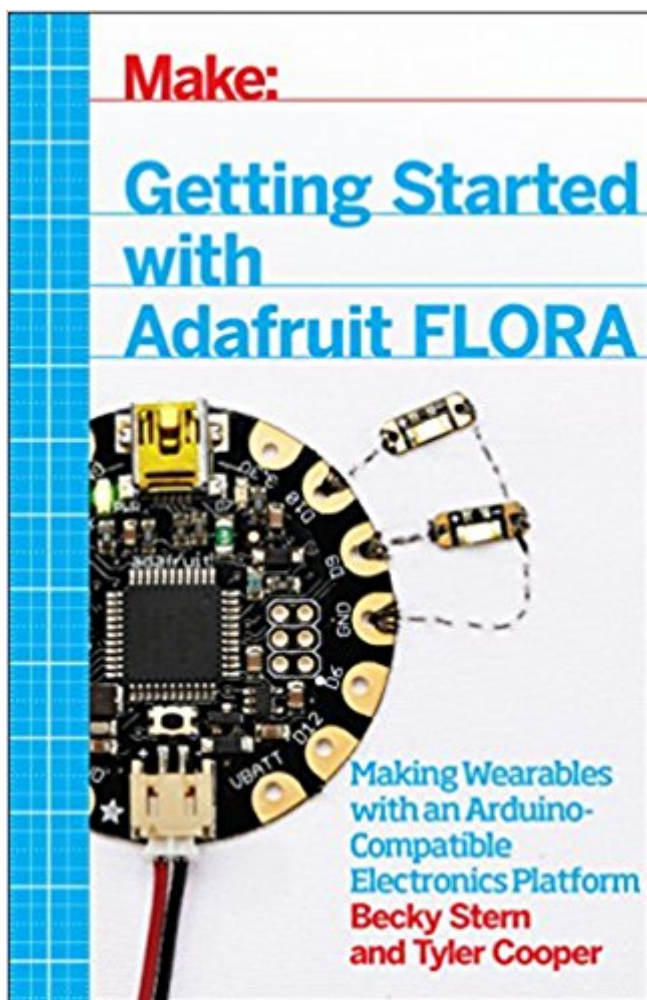


The book was found

Getting Started With Adafruit FLORA: Making Wearables With An Arduino-Compatible Electronics Platform



Synopsis

This book introduces readers to building wearable electronics projects using Adafruit's tiny FLORA board: at 4.4 grams, and only 1.75 inches in diameter, and featuring Arduino compatibility, it's the most beginner-friendly way to create wearable projects. This book shows you how to plan your wearable circuits, sew with electronics, and write programs that run on the FLORA to control the electronics. The FLORA family includes an assortment of sensors, as well as RGB LEDs that let you add lighting to your wearable projects.

Book Information

Age Range: 8 and up

Paperback: 112 pages

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Average Customer Review: 3.4 out of 5 stars 12 customer reviews

Best Sellers Rank: #483,216 in Books (See Top 100 in Books) #26 in Books > Children's Books > Activities, Crafts & Games > Crafts & Hobbies > Beadwork, Fashion & Jewelry > Jewelry #27 in Books > Crafts, Hobbies & Home > Crafts & Hobbies > Puppets & Puppetry #53 in Books > Engineering & Transportation > Engineering > Electrical & Electronics > Electronics > Sensors

Customer Reviews

Three questions for co-author Becky Stern Who is your book written for? Getting Started with Adafruit FLORA is for the novice maker who wants to get started modding up garments and accessories for wearing on the body. If you get more inspiration from GPS navigation and dance moves than you do from circuits on your desk, you might try stitching up your own motion-activated light-up prom dress or creating your own GPS wristwatch. This book is great for teenagers, educators, and electronics hobbyists who are looking for a new challenge as well as crafters who want to start using electronics in their designs. What need does it fulfill for those readers? The book introduces key concepts in electronics and programming, describes how sensors work to capture information you can use in your own wearables projects, covers tools and techniques unique to wearable electronics, and tries to even the playing field between crafting and

circuit-making. It hopefully helps readers "level up" a step or two from their current skill levels by providing beginner, intermediate, and advanced project tutorials. What's the most exciting/important thing happening in your space? Wearable tech is exploding right now. There are so many devices and smart garments coming to market, it really is a fertile time for this field from fashion design to medical devices and everything in between. Building your own wearables can help you make better decisions about what tech you welcome onto your body by understanding the building blocks that make up today's wearable landscape. Here are some great tips for electrifying your look! Clear nail polish is great for keeping conductive thread knots securely tied, and also for making your soldered circuits weather-resistant. Conductive fabric can be hard on your blades. Sharp scissors lead to more precise, fun, and safe making. How long has it been since you had your scissors sharpened? You can make step sensors in your shoes by taping a piece of conductive thread to either side of a piece of pressure-sensitive Velsostat. Picking the right battery for your project can be easy if you know how! Add up the amperage draw of your components, then select a battery that matches or exceeds that capacity. The bigger the battery, the longer it will last. Affix a hair clip to a battery pack when making LED glasses, makeup, hair, and jewelry projects.

Becky Stern is the Director of Wearable Electronics at Adafruit. Each week she publishes a new do-it-yourself craft+tech project tutorial and video and also hosts the YouTube Live show "Wearable Electronics with Becky Stern." She's been combining textiles with electronics since 2005, and helps develop the Adafruit FLORA wearable Arduino-compatible product line. She's been shooting video since age five, and sewing since age eight. Becky studied at Parsons The New School for Design and Arizona State University and teaches at School of Visual Arts' Products of Design grad program. Tyler Cooper is a creative engineer at Adafruit Industries, where he helps develop the Adafruit Learning System, and other Adafruit learning tools. In 2010, he co-founded the open-source hardware company Coobro Labs. He's also co-owner of the Minneapolis, Minnesota, makerspace Nordeast Makers.

Looking forward to getting creative with garments.

It's ok. Adafruit has such a fantastic web site with running examples, you really don't need this book.

A nice overview of creating wearable clothing. While specific to Adafruit Flora, the information can

be applied to others such as Gemma and LilyPad. I would recommend getting the Kindle version and save both money and a few trees.

This book is a great resource for anyone looking to build wearable tech using Adafruit's Flora. The explanations about how to program the Flora and connect various devices to it including neo pixels.

No Reason to purchase this book. It's simply a compilation of information all available for free online.

A copy/pasta from the website at an extremely marked up price. Your getting nothing in here you can't find in the online tutorials, a lot less actually. I'd be great if you could use this as supplemental learning material in a classroom setting for children but for the price and lack of pages with viable content vs using oversized imagery and size 14pt font to make it the 100 page mark, its an embarrassment.

I like Becky Stern's video tutorials. These are tutorials are very informative, shot and well done. I can't say anything good about this book. It is pretty much useless. I would recommend Sew Electric and Make: Wearable Electronics: Design, prototype, and wear your own interactive garments

thanks

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