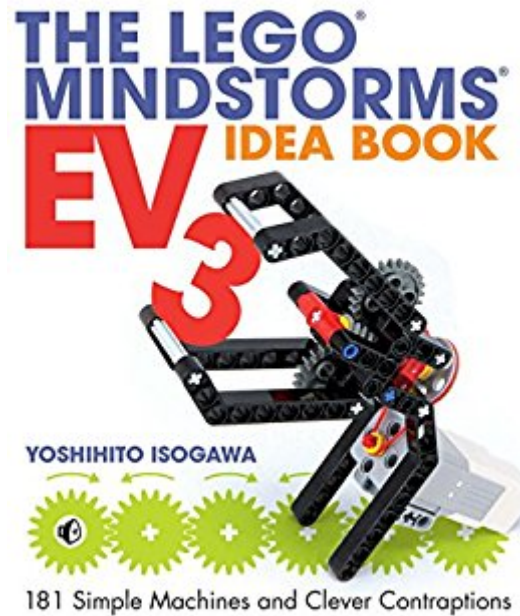


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The LEGO MINDSTORMS EV3 Idea Book: 181 Simple Machines And Clever Contraptions



Synopsis

The LEGO® MINDSTORMS® EV3 Idea Book explores dozens of creative ways to build amazing mechanisms with the LEGO MINDSTORMS EV3 set. Each model includes a list of the required parts, minimal text, and colorful photographs from multiple angles so you can re-create it without the need for step-by-step instructions. You'll learn to build cars with real suspension, steerable crawlers, ball-shooters, grasping robotic arms, and other creative marvels. Each model demonstrates simple mechanical principles that you can use as building blocks for your own creations. Best of all, every part you need to build these machines comes in one LEGO set (#31313)!

Book Information

File Size: 41514 KB

Print Length: 232 pages

Simultaneous Device Usage: Unlimited

Publisher: No Starch Press; 1 edition (November 11, 2014)

Publication Date: November 28, 2014

Sold by: Digital Services LLC

Language: English

ASIN: B00NJ1FA8Y

Text-to-Speech: Not enabled

X-Ray: Not Enabled

Word Wise: Not Enabled

Lending: Not Enabled

Enhanced Typesetting: Not Enabled

Best Sellers Rank: #216,804 Paid in Kindle Store (See Top 100 Paid in Kindle Store) #21

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Customer Reviews

Japanese LEGO master Yoshihito Isogawa has created another instructional masterpiece designed to inspire and challenge robotics enthusiasts to build at their best. To appreciate Isogawa's style, though, it is important to set a few expectations: The LEGO MINDSTORMS EV3 Ideas Book is short on words but BIG on ideas. Other than a brief introduction and the chapter headers, this book is

nearly void of words. Instead, Isogawa chooses to focus on photographs and illustrations. This book is not full of step-by-step building instructions. It is filled with functional ideas. Despite this, Isogawa offers a visual parts list and full-color photos from multiple angles that will allow all but the most elementary builders to follow along. The ideas that Isogawa offers are simple yet extraordinary. Readers will gain tips on how to lift things, how to change rotation angles, create reciprocating motion, mesh gears diagonally or shoot things. While some ideas might sound complex, Isogawa's modular building approach combined with his mastery of both photography and mechanics makes it easy to see how things work. This book is not full of nerdy program blocks or programming tips. It is full of physical, mechanical, hands-on building activities. I find it refreshing that many of the ideas in this book will work as stand-alone marvels and are useful well beyond just building robots. A few examples include mastering gear ratios, creating intermittent motion and developing walking machines. Although the book tends to progress from the easiest to most complex ideas, the photo-rich content allows the reader to browse the book with ease.

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