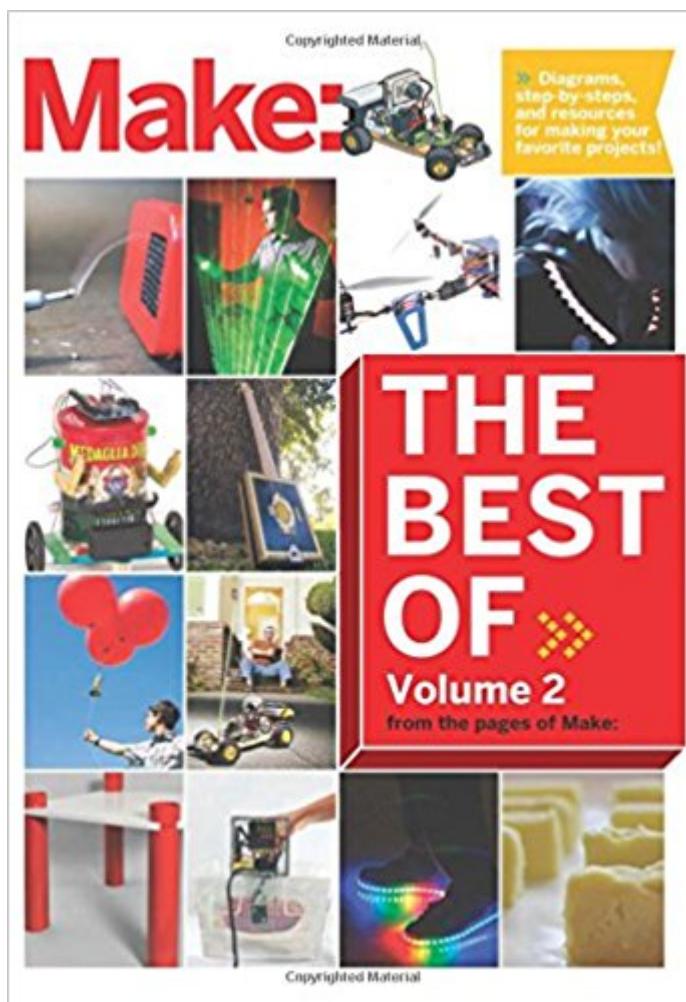


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# Best Of Make: Volume 2: 65 Projects And Skill Builders From The Pages Of Make:



## Synopsis

After ten years, Make: has become one of most celebrated magazines to hit the newsstands, and certainly one of the hottest reads. If you're just catching on to the Maker Movement and wonder what you've missed, this book contains the best projects and articles from the magazine. Find out what keeps Makers coming back to Make: with this assortment of DIY projects and articles selected by Make:’s editors. Learn to:Outfit your workshop and make some must-have toolsBuild electronic projects from actuators to antennaeMake things with Arduino and Raspberry PiCreate drones and robotsBuild noisemaking projects and musical instrumentsAugment your photo and video capabilitiesMake your own food, soap, ink, and more

## Book Information

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## Customer Reviews

Make: unites, inspires, informs, and entertains a growing community of resourceful people who undertake amazing projects in their backyards, basements, and garages. Make: celebrates your right to tweak, hack, and bend any technology to your will. The Make: audience continues to be a growing culture and community that believes in bettering ourselves, our environment, our educational system--our entire world. This is much more than an audience, it's a worldwide movement that Make: is leading--we call it the Maker Movement.

Need things that the average person doesn't have. Other wise pretty cool.

I wanted more from this book. Shallow.

Great!

This is the latest addition to our cache of MAKE books, and it doesn't disappoint. My hubby loves to build things, and MAKE has been a great source of ideas for him. The projects in this books run from an easy afternoon organizing your workspace to several days (or weeks) and building your own UAV (drone). The book doesn't throw new Makers (as they are called) into the deep end, but starts out with the ins and outs and whys and hows, such as the choosing the right tools for the job, how to maintain them, how to store them, and more. Each project is presented in detail and laid out in a step-by-step fashion. It describes what you will be making, the tools you will need, the materials you will need, and what your finished project will do. Each step almost always has a picture or drawing to go along with it so you are easily able to follow along. Along the way MAKE gives little lessons about the science behind the item you are creating, which is a nifty little bonus. For me, I think the best part about the book and the projects it provides is that MAKE doesn't require you to be a robotics engineer or computer programmer in order to build some pretty cool things like a Virtual Reality Baja Buggy. Not all of projects are inexpensive side, though. If you don't already have many of the tools, there can be quite an investment involved before you are able to even consider starting a project, let alone beginning to purchases the materials necessary for that project. Even if you aren't into programming, electronics, or robotics, there are other options for you in this book. MAKE has included projects on making soap, using PVC pipes for vases or building little tables, and even adding LEDs to your kid's favorite pair of sneakers. This and the other MAKE books offer so many wonderful and amazing projects and creative ideas for pretty much everyone and every skill level. I've given these books as gifts many times and the recipients have loved them and gone on to create many very cool things (one was their very own RC rolling robot, another uses them for inspirations for classroom experiments as she's a middle school science teacher). For parents looking for ideas for family night, to pull the kids away from video games, or to get a child interested in science, these MAKE books are perfect. I really cannot recommend these books enough. If you aren't interested in using them to make anything, they still provide an engrossing afternoon of reading because a person can learn quite a bit of science from these books.

I'm a big fan of Make, I've got more than 30 issues of the magazine on my bookshelf (starting with

the first issue). Make magazine, in case you're new to this, is geared toward someone that likes to tinker with stuff. Someone who likes to take things apart just to see how it works, and maybe put it back together in a new and improved way. A willingness to do some experimentation is a big part of being a Maker. Projects depicted in the magazine range from simple to very complex. Most of the projects are something that could be accomplished by most people, but some require special skills and tools. I tend to read the magazine more for inspiration and ideas. This new book - "The Best of >> Volume 2" is a great compilation of the magazine's past issues. There are nine chapters, starting with some essays on the Maker movement to an ultimate tool buying guide. The bulk of the book are the individual project break-downs. You get a fairly detailed account of how the project was accomplished and usually there is even a parts list and suggestions on where to find/buy them. Each project is illustrated with numerous color photos and diagrams. The instructions are pretty basic, there is an assumption that you can get from point A to B to C without a lot of hand holding. If you're not already subscribing or buying the magazine, this Best of book is a great way to catch up on past projects featured in the magazine.

I own several books by Make and this volume fits in nicely. Not meant to be read cover-to-cover, but in a pick-and-choose style. The book starts out with workshop and tool basics for folks new to the game. The projects are then divided up by type so you can quickly find those that match your interests. Categories are: \* Electronics \* Microcontrollers and Microcomputers \* 3D Printing and CNC Fabrication \* Robots and Drones \* Music and Audio \* Photography and Video \* Fun and Games \* Crafts and Wearables There is something for everyone in this book. I often find that the instructions are more of a guide than a true step-by-step. There are places where you can customize, change, and modify as much as you want and many places where you just have to experiment to get it right. That's part of the fun of making! Projects range from simple afternoon entertainment to builds taking a weekend or more, but resulting in your own drone. This is a great book for adults or kids. Even if you don't think you'll build any of the projects, it is a great resource to flip through for inspiration when you are running low on ideas. If you have an iPad or other color reading device, I'd save the dough and grab the Kindle version unless you MUST have paper in the shop. I find my laptop or tablet is always around though, so paper is only preferable if you really want it and feel like spending the extra \$13. The paper is high quality and print is gorgeous though. If you have many issues of Make magazine, you'll recognize some of the articles, but it's nice to have them in a categorized collection. Good job Make! Now go get building.

This is a nicely bound, durable paperback chock full of interesting projects, ranging from Arduino and Raspberry Pi tech projects to PVC furniture and "bang sticks." The photographs and instructions (and cautions, in some cases!) are clearly set forth. This volume collects a lot of popular projects from wearable electronics designed by people at Adafruit to home-made stereo amplifiers. It helps if you have some basic soldering/making skills, but the projects are explained well enough that you don't need to be a mechanical or electrical engineer to assemble them. Loads of fun and some useful ideas. Highly recommended for adventurous hobbyists.

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