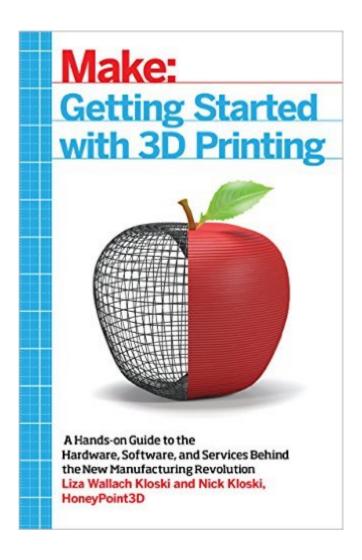
The book was found

Getting Started With 3D Printing: A Hands-on Guide To The Hardware, Software, And Services Behind The New Manufacturing Revolution





Synopsis

Make: Getting Started with 3D Printing is a practical, informative, and inspiring book that guides readers step-by-step through understanding how this new technology will empower them to take full advantage of all it has to offer. The book includes fundamental topics such as a short history of 3D printing, the best hardware and software choices for consumers, hands-on tutorial exercises the reader can practice for free at home, and how to apply 3D printing in the readers' life and profession. For every maker or would-be maker who is interested, or is confused, or who wants to get started in 3D printing today, this book offers methodical information that can be read, digested, and put into practice immediately!

Book Information

Age Range: 12 and up

Paperback: 240 pages

Publisher: Maker Media, Inc; 1 edition (May 27, 2016)

Language: English

ISBN-10: 1680450204

ISBN-13: 978-1680450200

Product Dimensions: 5.6 x 0.5 x 8.5 inches

Shipping Weight: 12 ounces (View shipping rates and policies)

Average Customer Review: 5.0 out of 5 stars Â See all reviews (8 customer reviews)

Best Sellers Rank: #61,678 in Books (See Top 100 in Books) #1 in Books > Computers &

Technology > Graphics & Design > 3D Printing #1 in Books > Computers & Technology >

Graphics & Design > 3D Graphics #3 in Books > Teens > Education & Reference > Science &

Technology > Technology > How Things Work

Customer Reviews

Q&A with authors Liza Wallach Kloski and Nick Kloski Why is having a basic understanding of 3D printing so important? We feel that the general population should understand what 3D printing is because in the future this technology will affect our everyday lives. From medicine to education to art, 3D printing will help make physical the objects we need to haveâ Â"objects that in the past were too expensive or simply impossible for the ordinary person to make. For readers who want to apply 3D printing to their lives now, itâ Â™s imperative that they understand the 3D printing ecosystem. Having a basic understanding of who and what make up the system will speed that learning curve. Our book also offers hand-on tutorials that make learning fun and easier. What is

your best prediction about 3D printing over the next five years? In the next five years we see 3D printing really affecting how we express ourselves creatively. From mini-me 3D printed selfies to 3D printed concepts and prototypes, there will soon be better and more user friendly access to this technology for everyone. The ability to take an idea into a personalized physical form will attract both inventors and customers. 3D printed medicine and medical aids will likely be a reality in five years as well. What is the strangest application you've yet encountered? In 3D printing, nothing is strangeâ Â"just newly discovered! If we had to describe something that is amazing and unbelievable, we would have to point to 3D-printed organs and functional tissue. The ability to grow your own replacement tissue is amazing and unheard of in the history of medicine. Learn. Outsource, Research! Stay calm and print on. When you start to print or CAD a model, expect a learning curve and treat it like any other new skill. Go free. When learning CAD for the first time, Outsource! Donâ Â™t want first try free software like TinkerCad and learn the basic concepts. to run a 3D printer? There are companies that will make it for you. Donâ Â™t want to learn how to create a file? There are plenty of free models out there or paid services that will create one for vou. Research before buying. There are many variables you will need to understand before choosing the one right for you. Donâ Â™t forget to check out the manufactureâ Â™s forums to read comments about what people are saying about the company.

Download to continue reading...

Getting Started with 3D Printing: A Hands-on Guide to the Hardware, Software, and Services Behind the New Manufacturing Revolution Getting Started Knitting Socks (Getting Started series) Getting Started in Chart Patterns (Getting Started In.....) Getting Started with BizTalk Services Re-Engineering the Manufacturing System: Applying The Theory of Constraints (Manufacturing Engineering and Materials Processing Series, Vol. 47) "Faster, Better, Cheaper" in the History of Manufacturing: From the Stone Age to Lean Manufacturing and Beyond Auditing & Assurance Services with ACL Software Student CD-ROM with Connect (Auditing and Assurance Services) Scrum For Newbies: The Amazingly Simple, Plain English Guide To Getting Started With Scrum (Scrum, agile project management, lean, scrum master, scrum agile, exam, software development Book 1) Complete CompTIA A+ Guide to IT Hardware and Software (7th Edition) Printing by Hand: A Modern Guide to Printing with Handmade Stamps, Stencils, and Silk Screens Specifying Systems: The TLA+ Language and Tools for Hardware and Software Engineers Raspberry Pi Cookbook: Software and Hardware Problems and Solutions Computer Organization and Design, Fifth Edition: The Hardware/Software Interface (The Morgan Kaufmann Series in Computer Architecture and Design) Computer Organization and Design: The Hardware/Software Interface

(The Morgan Kaufmann Series in Computer Architecture and Design) Colour printing. A practical Demonstration of Colour Printing by Letterpress, photo-offset, Lithography and Drawn Lithography with illustrations demonstrating alternative methods of production and including a comprehensive colour chart. Operations Management: Integrating Manufacturing and Services 5e with Student CD and PowerWeb Code: The Hidden Language of Computer Hardware and Software Debugging: The 9 Indispensable Rules for Finding Even the Most Elusive Software and Hardware Problems Linux Enterprise Cluster: Build a Highly Available Cluster with Commodity Hardware and Free Software Make: FPGAs: Turning Software into Hardware with Eight Fun and Easy DIY Projects

Dmca