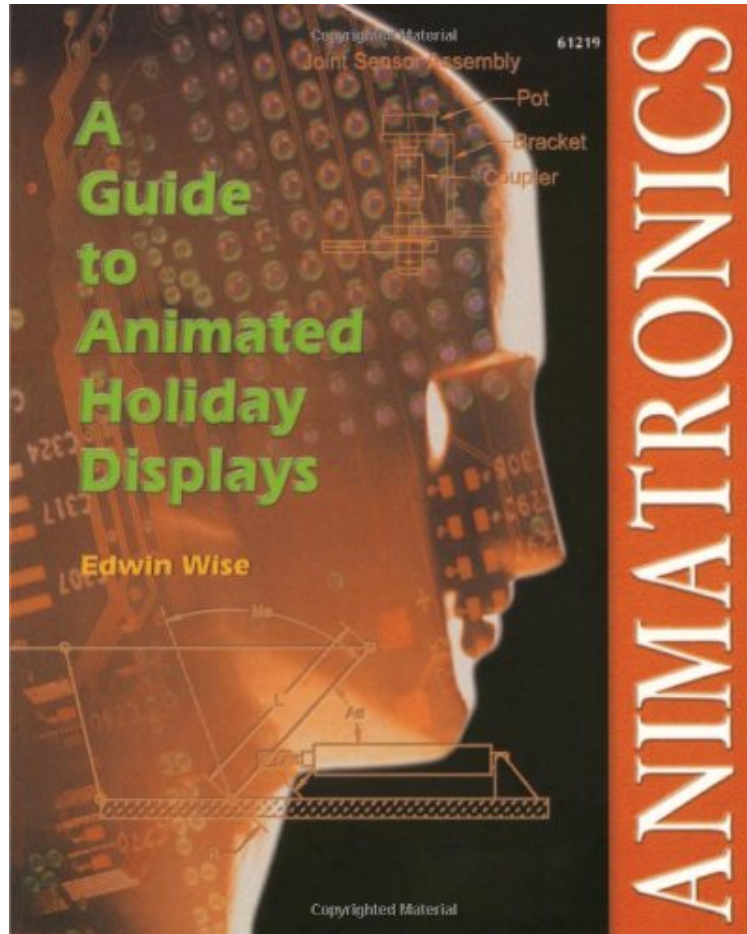


(Mobile book) Animatronics : A Guide to Animated Holiday Displays

Animatronics : A Guide to Animated Holiday Displays

Edwin Wise

*DOC | *audiobook | ebooks | Download PDF | ePub*



[Download](#)

[Read Online](#)

#1492169 in Books Cengage Learning 2000-08-01 Ingredients: Example Ingredients Original language: English PDF # 1 9.25 x .64 x 7.381, 1.08 #File Name: 0790612194273 pages | File size: 39.Mb

Edwin Wise : Animatronics : A Guide to Animated Holiday Displays before purchasing it in order to gage whether or not it would be worth my time, and all praised Animatronics : A Guide to Animated Holiday Displays:

0 of 0 people found the following review helpful. Not for the common Halloween fan. By RMC I love Halloween. I love animatronics. We have over 200 trick or treaters come to our Haunted house every year. I bought this book with the intention of making my own animatronics. The only way to truly understand the directions is to be an electrician, a plumber or a Home Depot buff. Maybe if it was written in lingo the common Halloween fan would understand, I could follow through with a project, but I cannot. 53 of 54 people found the following review helpful. Best (and only) book for building Haunted House animations By Randy Forgaard This is a great book. If you like to build haunted houses, and want to add some moving and jumping animatronics to your haunt, you need this book. Commercial, finished animatronics cost thousands of dollars. You can build them yourself, do a higher-quality job, save a ton of money, and have a lot of fun doing it, using this book. Also, I can, with some confidence, say that this is the ONLY book in existence that covers this subject matter. There are tons of books on robotics out there, but those are really solving a

different problem. You probably aren't trying to spend months building a complex robot with a dozen servo-motors, sophisticated movement, and reasoning skills. You are trying to spend a few days building a ghoulish trash can that pops out a trash can when patrons draw near. This book is for the latter. I have looked hard, and near as I can tell, this is the only book that covers that type of material. This book starts at the perfect place for the only slightly clued home builder (you know how to operate your cordless drill, but you only have a vague notion of what a bushing is). In a highly-readable way, the author moves you to the point where you can comfortably grab a motor, a motion sensor, some linkage parts and a pile of steel tubing or wood or PVC pipe and build a fairly sophisticated animated figure. By the end, you'll know about leverage and 4-bar mechanisms and the supporting electronics. This book does not have recipes for building a ton of specific animations. It works through several specific examples in detail (a figure pops-up out of a trash can, a witch stirs a cauldron, etc.), but the idea is that you use your knowledge to design and build your own haunted house ideas. I like the style of the book. The author is informal and often amusing; he has a dry wit. But none of that annoying folksy tone that you sometimes see in other books. Just comfortable and accessible. I found that there was one odd thing about this book. It might be because the book is a few years old. The book does a great job telling you how to construct mechanisms that move. It does a great job of telling you various methods for triggering a movement. However, when it gets to the part in-between, where you need to connect the trigger to your motors, the book for some reason descends to fairly sophisticated low-level electronics. The author tells you to buy diodes, microfarad capacitors, 100K resistors, and 555 timer chips, and breadboard them together. And then proceeds to teach an entry-level college electronics course at the end of the book, so you can tie it all together. Yikes! This is fun, to be sure, but it's at the wrong level of abstraction, and could take you days to decipher and perhaps even weeks when you throw in debugging time. At this point, there are many stores, both online and retail, that sell inexpensive controllers for these purposes, for regular motors, servo-motors, light and sound timing, etc. You just plug in your sensors and motors and lights into these devices, turn a few knobs to record the sequence of events, and you are done. If you are a haunter, you want to get the job done by building your mechanisms, slapping on a few sensors and an off-the-shelf controller, and then move onto the next cool project for your haunted house. You don't want to solder NAND gates and try to control the frequency of square waves to control an R/C servo-motor. Again, perhaps the author went to first principles in this part of the book because these off-the-shelf controllers did not exist when the book was written, but my strong recommendation is, skip the last part of the book and just go buy a simple animatronics controller. This is the 21st century, after all. I don't want to leave this review on a negative note. This book is wonderful! I thoroughly enjoyed reading it, I learned a ton, and nowhere else will you see this material written down. If you are a home haunter, or have a professional haunted house, or even if you put moving Christmas decorations on your lawn, you absolutely need this book. And READ it! Don't just let it sit on the shelf. You'll be glad you did. 0 of 0 people found the following review helpful. Great resource on pneumatics and mechanical movements. By chris714 This was an excellent book for me to learn about pneumatics. I had no prior experience and was interested in creating pneumatic props for Halloween. The author clearly explains the different pneumatic components, sources, and tips while supporting explanations with good math. Additionally, the section on four-bar and accordion linkages was very useful. Note to other readers: The section on automation using microcontrollers is a little out of date, the amateur community is now adopting the Arduino microcontroller. Also, Grainger is mentioned as a source that only sells to businesses, but this is no longer the case.

Author Edwin Wise takes the reader inside his world of robotics in an innovative guide to designing, developing, and building animated displays centered around the holidays of Halloween and Christmas.

From the Back Cover Author Edwin Wise has written the perfect book to help you liven up the holidays! This hands-on and project-oriented book on animated holiday displays covers simple, classic projects and advanced motion animation used in professional mechatronic systems. Along the way, it includes tips and tricks for sculpting and decorating all your self-operated mechanisms. While other books on the market describe only static displays, none provide the advanced hobbyist with the tools needed to create a complex animated display. *Animatronics: A Guide to Animated Holiday Displays* is targeted at the intermediate and advanced builder and covers four broad categories: Electrical animations Pneumatic animations Servo animations Control systems Also covered are "background" projects that include stationary systems such as Fog Chillers and how to make water glow under black light. *Animatronics* guides you through projects to build and control AC motors and pneumatic systems inside your animated props. It also includes some overlap with Wise's previous book, *Applied Robotics*, dealing with the sensor and MCU control projects.