Make: Wearable Electronics: Design, Prototype, And Wear Your Own Interactive Garments

Synopsis

What if your clothing could change color to complement your skin tone, respond to your racing heartbeat, or connect you with a loved one from afar? Welcome to the world of shoes that can dynamically shift your height, jackets that display when the next bus is coming, and neckties that can nudge your business partner from across the room. Whether it be for fashion, function, or human connectedness, wearable electronics can be used to design interactive systems that are intimate and engaging. Make: Wearable Electronics is intended for those with an interest in physical computing who are looking to create interfaces or systems that live on the body. Perfect for makers new to wearable tech, this book introduces you to the tools, materials, and techniques for creating interactive electronic circuits and embedding them in clothing and other things you can wear. Each chapter features experiments to get you comfortable with the technology and then invites you to build upon that knowledge with your own projects. Fully illustrated with step-by-step instructions and images of amazing creations made by artists and professional designers, this book offers a concrete understanding of electronic circuits and how you can use them to bring your wearable projects from concept to prototype.

Book Information

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Customer Reviews

Three Questions for Kate Hartman, author of 'Make: Wearable Electronics'   Who is your book written for?   This book is intended for those with an interest in physical computing who

are looking to create interfaces or system that live on the body. But really, it is good for anyone who wants to create wearable electronics, like performance artists, jewelry makers, fashion designers, engineers, industrial designers, costume designers, parents, students, researchers, and others. What need does it fulfill for those readers?   This book provides a framework for thinking about how to incorporate electronics into clothing. It enables readers to work on a variety of levels, from a simple soft LED circuit to a complex wireless wearable communication system.   What's the most exciting thing happening today in wearable electronics?   What's neat about working in the wearables space right now is that it is coming to life now more than it ever has before. We're seeing a number of wearable computing products come out that sense, track, and augment our activities in a ways that a few years ago seemed completely out of reach.   Moreover, we're entering a formative period where we will be deciding what technology we will be wearing and how and when we will be wearing it. It's a great time for people to be making in this space because it gives them an opportunity to create and think critically about what comes next.

   With 'Make: Wearable Electronics,' you'll learn to: Work with Flora, LilyPad, and other Arduino-compatible microcontrollers.   Integrate the microcontroller itself into your wearables.   Use Bluetooth and Xbee to communicate beyond the body.   Construct projects with conductive ribbon, conductive felt, fabric tape, and fasteners.   Add life to your wearables with LEDs, fiber optics, electroluminescent tape, and motors.

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