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[Fabric and Fiber Inventions: Sew, Knit, Print, and...](#)

Fabric and Fiber Inventions: Sew, Knit, Print, and Electrify Your Own Designs to Wear, Use, and Play With. Kathy Ceceri. In this book you'll create your own fabric inventions as you learn to make wearables, playthings, and decorative items using textile arts--both old and new. Easy projects using will get you started knitting, adding color to your wardrobe with silkscreen and batik, and transforming old clothing into useful items.

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In this book you'll create your own fabric inventions as you learn to make wearables, playthings, and decorative items using textile arts--both old and new. Easy projects using will get you started knitting, adding color to your wardrobe with silkscreen and batik, and transforming old clothing into useful items. Then you'll find out how soft circuits can give your creations personality with ...

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By completing the projects here, you ' ll soon be able to create your own amazing fabric and fiber inventions! With this book, you ' ll learn: How to create unique items for your home by sewing, knitting, and other needle arts How to tie dye, silk screen, and solarize cloth

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With Fabric and Fiber Inventions, You'll Learn How to Weave a fabric basket, quilt a fold-up checkerboard, and design a wearable tent, Create photographic prints using only acrylic paint and the sun, Upcycle old sweaters into cozy hats, mittens, and scarves, Crochet transformable roll-up scarves and knit cute miniatures, Use felt and yarn to make light-up keychains and unique audio speakers ...and much more!

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"Fabric and Fiber Inventions" also contains several interviews with current fiber and fabric artists. And the pages covering electrical circuits offer such projects as a soft circuit tester, a soft pressure sensor, a soft tilt sensor, and even a woven audio speaker using conductive thread, which I didn't even know existed, plus some other, more common materials.

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Fabric, haberdashery, inspiration and creative advice, A lovely little Quilting Shop in St Austell, Cornwall ... Browse our sewing projects for pincushions, pillows, heirloom aprons, and more. Solving life ' s problems one stitch at a time – come and visit us RACHAEL.

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Fabric and Fiber Inventions: Sew, Knit, Print, and Electrify Your Own Designs to Wear, Use, and Play With by Kathy Ceceri English | November 9, 2017 | ISBN: 1680452274 | EPUB | 240 pages | 114 MB

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Fabric and Fiber Inventions will show you how to turn everyday materials into unique designs everybody will love. In this book you'll create your own fabric inventions as you learn to make wearables, playthings, and decorative items using textile arts--both old and new.

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AU \$29.92Free postage. Make Fabric and Fiber Inventions : Sew, Knit, Print, and Electrify Your Own Designs to Wear, Use, and Play With, Paperback by Ceceri, Kathy, ISBN 1680452274, ISBN-13 9781680452273, Brand New, Free shipping Offers instructions for making clothing, playthings, and decorative items using fiber art techniques, including such options as felted sweater mittens and coil baskets, along with directions on how to use soft circuits to add light and sound.

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In this book you'll create your own fabric inventions as you learn to make wearables, playthings, and decorative items using textile arts--both old and new. Easy projects using will get you started knitting, adding color to your wardrobe with silkscreen and batik, and transforming old clothing into useful items. Then you'll find out how soft circuits can give your creations personality with light, sound, and motion. Fabric and Fiber Inventions will show you how to turn everyday materials into unique designs everybody will love.

If you're interested in interactive toys, light-up fashions, or smart accessories, this book is for you! Sew Electric is a set of hands-on LilyPad Arduino tutorials that bring together craft, electronics, and programming. The book walks you through the process of designing and making a series of quirky customizable projects including a sparkling bracelet, a glow in the dark bookmark, a fabric piano, and a monster that sings when you hold its hands. Play with cutting-edge technologies and learn sewing, programming, and circuit design along the way. It's a book for all ages. Explore the projects with your friends, your parents, your kids, or your students! - from Amazon (from back cover.)

Paper is incredible stuff. It's easy to cut, but incredibly strong. It's disposable, but can last for centuries. It can stand as stiff as a board, pop up like a spring, or float like a leaf. And its invention changed the world forever. Perfect for kids, parents, and educators, Paper Inventions is a project-based book with full color illustrations, step-by-step instructions, supply lists, and templates that allow you to follow along with the book or devise something entirely new. Each chapter features new projects that will challenge and intrigue everyone, from beginning to experienced Makers. In this book, you'll learn to make: A light-up paper cat that shows how switches and sensors work An action origami robot worm Edible rice paper perfect for secret messages A space rover that moves thanks to paper machinery A paper generator that creates electricity when you tap or rub it Heat-activated paper models that fold themselves A geodesic dome big enough to crawl into--from newspaper!

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.

The highly illustrated Apparel Production Terms and Processes follows the product life cycle from concept through completion. The new edition takes a global perspective with expanded coverage of sizing standards and fit information to complete the scope of the apparel production process.

Teaches children basic and intermediate machine sewing techniques through grade-related activities to be carried out individually or in a group.

Explore the history of clothes including inventors and their inventions of common clothing items such as jeans, raincoats, even zippers! Find how making clothes has changed over time with interesting facts of an often-overlooked industry. The reader provides a language arts connection as students learn vocabulary related to all aspects of the clothing industry.

Publisher's Note: Products purchased from Third Party sellers are not guaranteed by the publisher for quality, authenticity, or access to any online entitlements included with the product. Create your own stylish, electronics-based wearables for all experience levels! This fun TAB guide shows you how to dream up, design, and assemble fashion-forward wearable electronics, garments, and accessories in no time. Make It, Wear It: Wearable Electronics for Makers, Crafters and Cosplayers clearly explains cutting-edge sewing, crafting, and electronics techniques and features a series of easy-to-follow projects using readily-sourced components and tools. You ' ll see how to embed the latest technologies into your garments, including Arduino, color sensors, and Bluetooth you ' ll even explore laser cutting and 3D printing! Projects include: •3D embellished T-shirt•Fiber optic fabric scarf•Festival fun hip pack•Solar backpack•Starlight fiber optic skirt•Programmable sewn circuit cuff•LED matrix clutch purse•And more

Making Simple Robots is based on one idea: Anybody can build a robot! That includes kids, school teachers, parents, and non-engineers. If you can knit, sew, or fold a flat piece of paper into a box, you can build a no-tech robotic part. If you can use a hot glue gun, you can learn to solder basic electronics into a low-tech robot that reacts to its environment. And if you can figure out how to use the apps on your smart phone, you can learn enough programming to communicate with a simple robot. Written in language that non-engineers can understand, Making Simple Robots helps beginners move beyond basic craft skills and materials to the latest products and tools being used by artists and inventors. Find out how to animate folded paper origami, design a versatile robot wheel-leg for 3D printing, or program a rag doll to blink its cyborg eye. Each project includes step-by-step directions as well as clear diagrams and photographs. And every chapter offers suggestions for modifying and expanding the projects, so that you can return to the projects again and again as your skill set grows.

People have been playing music on homemade instruments for thousands of years. But creating new instruments is much more than an art form. When you want to make a note sound higher or lower, you have to change the sound waves coming out of the instrument. That's science! When you explore the way different materials produce different sounds, that's engineering. When you speed up or slow down a song, you're counting beats -- using math. And technology makes electronic instruments and devices to record and play back music possible.

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