Interfacing Techniques

Introductory Lecture
By:
Dr. Wasel Ghanem

3-D Printing

ThingIverse: http://www.thingiverse.com/

- Digital designs for real, physical objects. A Universe of Things!
- http://www.thingiverse.com/popular

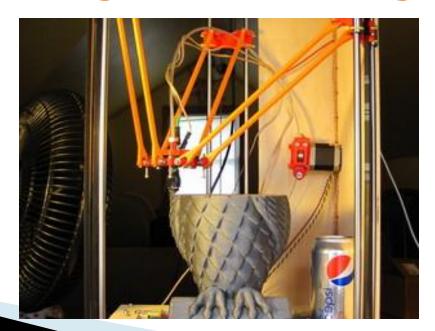
3rd Industrial Revolution by Economies Magazine

Open Source Hardware

Is the next revolution!!!!

The printer is open source : the hardware and the software are available

http://www.thingiverse.com/thing:17175



Arduino

- Heart of this printer is Arduino
- http://www.arduino.cc/
- Pet-fooder
- All the design of the Arduino is available

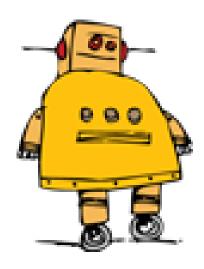
Make magazine :Technology on your Time

http://makezine.com/



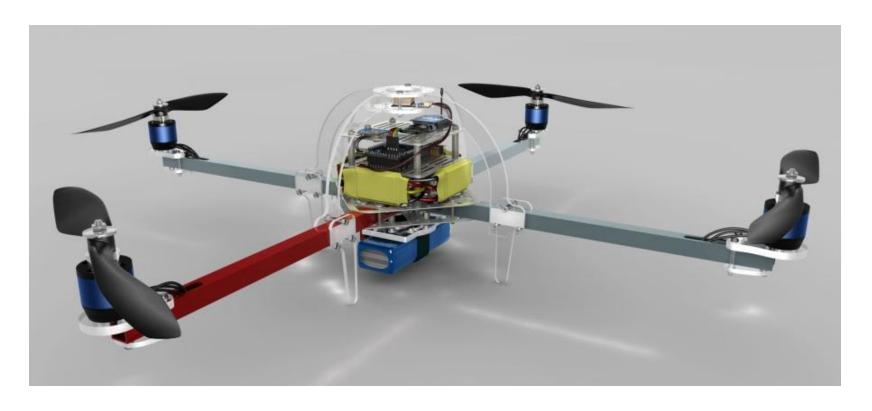
Instructable

- Instrucatable website
- http://www.instructabl es.com/
- Share What You Make



Arducopter

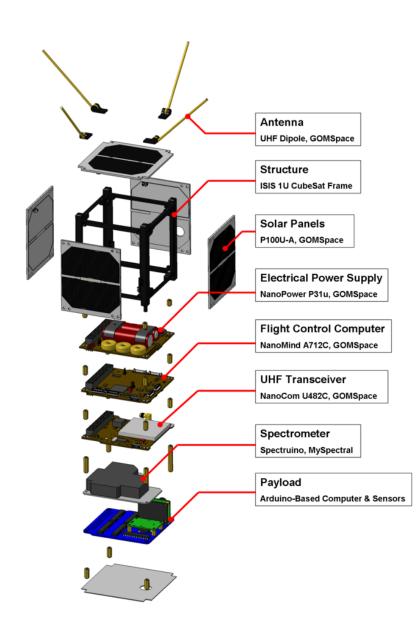
http://code.google.com/p/arducopter/



ArduSat

Your Arduino Experiment in Space

http://www.kickstarter.com/project s/575960623/ardusat-yourarduino-experiment-in-space



The Enough Already

http://creativity-online.com/work/matt-richardson-the-enough-already/24181

Otto

http://www.lucaderosso.com/expo/

was an investigation into musical interfaces and on how to design new interfaces and hardwares for techniques generally used on the software side and then controlled by mouse and keyboard or universal MIDI controllers. The research was then applied to the development of a musical instrument for realtime and manual beat slicing — a well-developed technique which has never had a dedicated hardware interface.



Botanicalls

http://www.botanicalls.com/about/

Botanicalls opens a new channel of communication between plants and humans, in an effort to promote successful inter-species understanding. The Botanicalls project is fundamentally about communication between plants and people. We are empowering both by inventing new avenues of interaction. Plants that might otherwise be neglected are given the ability to call and text message people to request assistance. People who are unsure of their ability to effectively care for growing things are given visual and aural clues using common human methods of communication.

