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Titolo	3D Printed Science Projects [[electronic resource]] : Ideas for your classroom, science fair or home // by Joan Horvath, Rich Cameron
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2016
ISBN	1-4842-1323-8
Edizione	[1st ed. 2016.]
Descrizione fisica	1 online resource (XX, 203 p. 113 illus., 112 illus. in color.)
Collana	Technology in action
Disciplina	004
Soggetti	Computer input-output equipment Computer science Computer-aided engineering Hardware and Maker Computer Science, general Computer-Aided Engineering (CAD, CAE) and Design
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	3D math functions -- Light and other waves -- Gravity -- Airfoils -- Simple machines -- Plants and their ecosystems -- Molecules -- Trusses.
Sommario/riassunto	Create 3D printable models that can help students from kindergarten through grad school learn math, physics, botany, chemistry, engineering and more. This book shows parents and teachers how to use the models inside as starting points for 3D printable explorations. Students can start with these models and vary them for their own explorations. Unlike other sets of models that can just be scaled, these models have the science built-in to allow for more insight into the fundamental concepts. Each of the eight topics is designed to be customized by you to create a wide range of projects suitable for science fairs, extra credit, or classroom demonstrations. Science fair project suggestions and extensive "where to learn more" resources are included, too. You will add another dimension to your textbook understanding of science. What You'll Learn Create (and present the science behind) 3D printed models. Use a 3D printer to create those models as simply as possible. Discover new science insights from

