

The LEGO Power Functions Idea Book, Vol 2: Cars And Contraptions

From tanks to tow trucks, all the models showcased in this book use LEGO Technic gears, pulleys, pneumatics, and electric motors to really move. You'll find some of the world's best fan-created LEGO supercars, construction equipment, monster trucks, watercraft, and more, along with design notes and breakaway views of the truly incredible mechanisms inside. Look closely, and you'll learn how expert builders use differentials, suspensions, linkages, and complex gearing systems in their creations. Whether you're a beginning builder or a longtime LEGO fan, Incredible LEGO Technic offers a unique look at the artistry and engineering that can make your LEGO creations come alive. Build kinetic sculptures with LEGO! Make up to 10 LEGO models and games using elemets included in the book and papercraft pieces around themes like a swimming shark, hungry praying mantis and robo game show. STEM content throughout the book shows how the models relate to topics from gear ratio to biomimicry in robotics design. The LEGO® MINDSTORMS® EV3 set offers so many new and exciting features that it can be hard to know where to begin. Without the help of an expert, it could take months of experimentation to learn how to use the advanced mechanisms and numerous programming features. In The LEGO MINDSTORMS EV3 Laboratory, author Daniele Benedettelli, robotics expert and member of the elite LEGO MINDSTORMS Expert Panel, shows you how to use gears, beams, motors, sensors, and programming blocks to create sophisticated robots that can avoid obstacles, walk on two legs, and even demonstrate autonomous behavior. You'll also dig into related math, engineering, and robotics concepts that will help you create your own amazing robots. Programming experiments throughout will challenge you, while a series of comics and countless illustrations inform the discussion and keep things fun. As you make your way through the book, you'll build and program five wicked cool robots: –ROV3R, a vehicle you can modify to do things like follow a line, avoid obstacles, and even clean a room –WATCHG00Z3, a bipedal robot that can be programmed to patrol a room using only the Brick Program App (no computer required!) –SUP3R CAR, a rear-wheel-drive armored car with an ergonomic two-lever remote control –SENTIN3L, a walking tripod that can record and execute color-coded sequences of commands –T-R3X, a fearsome bipedal robot that will find and chase down prey With The LEGO MINDSTORMS EV3 Laboratory as your guide, you'll become an EV3 master in no time. Requirements: One LEGO MINDSTORMS EV3 set (LEGO SET #31313)

The LEGO Power Functions Idea Book, Volume 1Machines and MechanismsNo Starch Press

Build Your Own City!

Killer Questions That Spark Game-Changing Innovation

40+ New Robots, Vehicles, Contraptions, Gadgets, Games and Other Fun STEM Creations

1001 Ideas for Brickwork, Siding, Windows, Columns, Roofing, and Much, Much More

A Beginner's Guide to Building and Programming LEGO Robots

This thoroughly updated second edition of the best-selling Unofficial LEGO Technic Builder's Guide is filled with tips for building strong yet elegant machines and mechanisms with the LEGO Technic system. World-renowned builder Pawe? "Sariel" Kmiec covers the foundations of LEGO Technic building, from the concepts that underlie simple machines, like gears and linkages, to advanced mechanics, like differentials and steering systems. This edition adds 13 new building instructions and 4 completely new chapters on wheels, the RC system, planetary gearing, and 3D printing. You'll get a hands-on introduction to fundamental mechanical concepts like torque, friction, and traction, as well as basic engineering principles like weight distribution, efficiency, and power transmission—all with the help of Technic pieces. You'll even learn how Sariel builds his amazing tanks, trucks, and cars to scale. Learn how to: -Build sturdy connections that can withstand serious stress -Re-create specialized LEGO pieces, like casings and u-joints, and build custom, complex Schmidt and Oldham couplings -Create your own differentials, suspensions, transmissions, and steering systems -Pick the right motor for the job and transform it to suit your needs -Combine studfull and studless building styles for a stunning look -Build remote-controlled vehicles, lighting systems, motorized compressors, and pneumatic engines This beautifully illustrated, full-color book will inspire you with ideas for building amazing machines like tanks with suspended treads, supercars, cranes, bulldozers, and much more. What better way to learn engineering principles than to experience them hands-on with LEGO Technic? New in this edition: 13 new building instructions, 13 updated chapters, and 4 brand-new chapters! Master builder and LEGO luminary Yoshihito Isogawa helps you build more than 100 creative, non-electric models with LEGO Technic parts. Part of a two-volume set. This book in the LEGO Technic Non-Electric Models series features 141 motor-free devices for you to build and operate. Each project includes full-color photographs from multiple angles and illustrated Technic parts to help you follow along. The models range from basic mechanisms that showcase the power of gears and rotation to moving vehicles that demonstrate linear, oscillating, rotary, and reciprocating motion. The Technic models in Simple Machines require no electric elements or sensors. Instead, they operate with cranks, chains, cams, rack-and-pinion gears, rubber bands, weights, and flywheels. As you explore these projects and develop your building skills, you'll be inspired to create your own mechanical marvels. This Technic guide is part of a series, and the brainchild of master builder Yoshihito Isogawa. Each book in the series is filled with vibrant photos of Isogawa's unique non-electric models, which will fire up the imaginations of LEGO builders of all ages. Imagine. Create. Invent. Now, what will you build?

Add some sparkle to your LEGO® building with more than 50 magical model ideas! Use your LEGO collection to create enchanted forests, mythical creatures, fairies, superheroes, wands, and much more. Plus, the ebook comes with all the bricks you need to make an exclusive magical LEGO Neon Dragon model. Believing in magic is just the beginning! ©2020 The LEGO Group.

Earth Day celebrates our beautiful planet and calls us to act on its behalf. Some people spend the day planting flowers or trees. Others organize neighborhood clean-ups, go on nature walks, or make recycled crafts. Readers will discover how a shared holiday can have multiple traditions and be celebrated in all sorts of ways.

LEGO Technic Non-Electric Models: Clever Contraptions

The LEGO BOOST Activity Book

LEGO Technic Non-Electric Models: Simple Machines

Build Your Own Mini Metropolis!

The LEGO Neighborhood Book 2

The LEGO MINDSTORMS EV3 Discovery Book

Master builder and LEGO luminary Yoshihito Isogawa helps you build more than 100 creative, non-electric models with LEGO Technic parts. Part of a two-volume set. This book in the LEGO Technic Non-Electric Models series features 106 motor-free mechanisms for you to build and operate. Each project includes full-color photographs from multiple angles and illustrated Technic parts to help you follow along. The models range from practical tools for lifting, gripping, shooting, and measuring to working gadgets that demonstrate principles of mechanical engineering. The Technic models in Clever Contraptions require no electric elements or sensors. Instead, you'll use cranks, winches, doors, and rotators to operate devices including wind turbines, spinning tops, grabbing tools, and a spirograph. The clever kinetic ideas at play will inspire you to create your own mechanical marvels. This Technic guide is part of a series, and the brainchild of master builder Yoshihito Isogawa. Each book in the series is filled with vibrant photos of Isogawa's unique non-electric models, which will fire up the imaginations of LEGO builders of all ages. Imagine. Create. Invent. Now, what will you build?

Have a Blast Building New LEGO Toys, Animals, Scenes and Working Contraptions Turn your pile of LEGO bricks into a day of fun! This unique activity book has step-by-step instructions and tons of photos to teach you how to build all-new and totally awesome robots and a robot lab, race cars to race your friends and jet planes to zoom across the room at lightning speed or fit in your pocket for on-the-go play. You can build wild animals then take your minifigures on a safari to see a lion, tiger, monkey and more! Build your own LEGO town with a playground, skate park and go-cart entertainment arena. Your knight minifigures will have a real adventure when they encounter a green fire-breathing dragon! Help the knights win the battle by building a catapult and a crossbow that really work. Think you're a LEGO pro? Then try the no-instruction projects, where you can put your creativity and LEGO building skills to the test by building something using just a photo as a guide. No matter how you use it, this book will help you and your family or friends have a crazy amount of fun building new toys and scenes with your LEGO bricks! ** NOW AVAILABLE! Epic LEGO Adventures With Bricks You Already Have, Sarah Dees' follow-up book, is packed full of more amazing, creative step-by-step LEGO projects and humorous storylines that are perfect for every LEGO lover **

Provides instructions for building replicas of firearms, including a desert eagle, jungle carbine, and an AKS-74U.

The LEGO® Technic system opens a new realm of building possibilities. Using motors, gears, pneumatics, pulleys, linkages, and more, you can design LEGO models that really move. The Unofficial LEGO Technic Builder's Guide is filled with building tips for creating strong yet elegant machines and mechanisms with the Technic system. Author Pawel "Sairel" Kmiec will teach you the foundations of LEGO Technic building, from simple machines to advanced mechanics, even explaining how to create realistic to-scale models. Sariel, a world-renowned LEGO Technic expert, offers unique insight into mechanical principles like torque, power translation, and gear ratios, all using Technic bricks. You'll learn how to:
* Create sturdy connections that can withstand serious stress
* Re-create specialized LEGO pieces like casings and u-joints, and build solutions like Schmidt and Oldham couplings, when no standard piece will do
* Build custom differentials, suspensions, transmissions, and steering systems
* Pick the right motor for the job—and transform its properties to suit your needs
* Combine studfull and studless building styles for a stunning look
* Create remote-controlled vehicles, lighting systems, motorized compressors, and pneumatic engines This beautifully illustrated, full-color book will inspire you with ideas for building amazing machines like tanks with suspended treads, supercars, cranes, bulldozers, and much more. Your Technic adventure starts now!

Awesome LEGO Creations with Bricks You Already Have

Unlock Your Imagination

181 Simple Machines and Clever Contraptions

The LEGO Architect

50 New Robots, Dragons, Race Cars, Planes, Wild Animals and Other Exciting Projects to Build Imaginative Worlds

A Beginner's Guide to Building and Programming Robots

The Killer Questions Your Company Should Be Asking Generating and executing great ideas is the key to staying ahead in a rapidly changing world. It seems so basic. Why is it so hard to actually get right? According to innovation expert Phil McKinney, the real problem is that we're teaching people to ask the wrong questions about their businesses--or none at all.

There has to be a better way. In Beyond the Obvious, McKinney will help you use his proven FIRE (Focus, Ideation, Rank, Execution) Method to dig deeper and get back to asking the right questions--the ones all companies must ask to survive. Full of real-world examples, this book will change the way you operate, innovate, and create, and it all begins with battle-tested questions Phil has gathered on note cards throughout his career. Shared for the first time here, these "Killer Questions" include: What are the rules and assumptions my industry operates under? What if the opposite were true? What will be the buying criteria used by my customer in 5 years? What are my unshakable beliefs about what my customers want? Who uses my product in ways I never anticipated? These questions will reframe the way you see your products, your customers, and the way the two interact. Whether you're a company of thousands or a lean startup, Beyond the Obvious will give you the skills and easy-to-follow plan you need to make both the revolutionary changes and nuanced tweaks required for success.

Praise for Beyond the Obvious "Human beings are creatures of habit, so getting ourselves and our teams to think beyond the obvious is a challenge we face all the time. Phil McKinney is an innovation expert, and his killer questions and hit-the-spot anecdotes provide a great way to get out in front of opportunities we otherwise won't see." --Geoffrey Moore, author

Crossing the Chasm and Escape Velocity "I've always believed that asking the right questions is the essence of design. Phil McKinney proves that point with this wonderful set of killer questions that will jumpstart-or greatly enhance- your innovation efforts." --B. Joseph Pine II, co-author, The Experience Economy & Infinite Possibility. "Product Innovation is a

prerequisite to building great brands. Phil's questions are a prerequisite to building innovative products." --Satjiv S. Chahil, former global marketing chief, Apple

Includes one red LEGO brick inside front cover.

The most impressive LEGO models often take careful planning (and lots of pieces), but with some inspiration, a little imagination, and a number of tried-and-true techniques, you too can turn bricks into a masterpiece.In The Art of LEGO® Design, author Jordan Schwartz explores LEGO as an artistic medium. This wide-ranging collection of creative techniques will help you craft your own amazing models as you learn to see the world through the eyes of some of the greatest LEGO builders. Each concept is presented with a collection of impressive models to spark your imagination—like fantastic dragons, futuristic spaceships, expressive characters, and elaborate dioramas. You'll discover some of the inventive techniques that LEGO artists use to: –Create lifelike creatures from unusual elements like inside-out tires and minifigure capes –Design sleek cars without showing a single stud –Add ambience to dioramas with light bricks or LEDs –Craft eye-catching textures to create cobblestone roads and brick walls –Build sturdy, detailed, posable mechs and other figures –Add depth with forced perspective and interesting silhouettes Interviews with the talented builders behind many of the book's models reveal their thoughts on the design process and what inspires them most. Even if you've been building with LEGO since you could crawl, you'll find new inspiration in The Art of LEGO® Design.

What's the difference between a tile and a plate? Why isn't it a good idea to stack bricks in columns to make a wall? How do you build a LEGO mosaic or build at different scales? You'll find the answers to these and other questions in The Unofficial LEGO Builder's Guide. Now in full color, this brand-new edition of a well-loved favorite will show you how to:–Construct models that won't fall apart –Choose the right pieces and substitute when needed –Build to micro, jumbo, and miniland scale –Make playable board games out of LEGO pieces –Create photo mosaics and curved sculptures –Build a miniature space shuttle, a minifig-sized train station, and more Of course, the real fun of LEGO building lies in creating your own models—from choosing the subject to clicking that final brick into place. Learn how in The Unofficial LEGO Builder's Guide. Includes the Brickopedia, a visual dictionary of nearly 300 of the most commonly used LEGO elements!

The Unofficial LEGO Builder's Guide, 2nd Edition

LEGO Magical Ideas

Earth Day

The LEGO MINDSTORMS Robot Inventor Activity Book

The LEGO MINDSTORMS EV3 Idea Book

The Caboose who Got Loose

The LEGO® MINDSTORMS® EV3 Idea Book explores dozens of creative ways to build amazing mechanisms with the LEGO MINDSTORMS EV3 set. Each model includes a list of the required parts, minimal text, and colorful photographs from multiple angles so you can re-create it without the need for step-by-step instructions. You'll learn to build cars with real suspension, steerable crawlers, ball-shooters, grasping robotic arms, and other creative marvels. Each model demonstrates simple mechanical principles that you can use as building blocks for your own creations. Best of all, every part you need to build these machines comes in one LEGO set (#31313)!

The LEGO® BOOST® Idea Book contains dozens of ideas for building simple robots with the LEGO BOOST set. The LEGO® BOOST® Idea Book explores 95 creative ways to build simple robots with the LEGO BOOST set. Each model includes a parts list, minimal text, screenshots of programs, and colorful photographs from multiple angles so you can re-create it without step-by-step instructions. You'll learn to build robots that can walk and crawl, shoot and grab objects, and even draw using a pen! Each model demonstrates handy mechanical principles that you can use to come up with your own creations. Models come with building hints and ideas for putting your own spin on things. Best of all, every part you need to build these models comes in the LEGO BOOST Creative Toolbox (set #17101).

In The Cult of LEGO, Wired's GeekDad blogger John Baichtal and BrickJournal founder Joe Meno take you on a magnificent, illustrated tour of the LEGO® community, its people, and their creations. The Cult of LEGO introduces us to fans and builders from all walks of life. People like professional LEGO artist Nathan Sawaya; enigmatic Dutch painter Ego Leonard (who maintains that he is, in fact, a LEGO minifig); Angus MacLane, a Pixar animator who builds CubeDudes, instantly recognizable likenesses of fictional characters; Brick Testament creator Brendan Powell Smith, who uses LEGO to illustrate biblical stories; and Henry Lim, whose work includes a series of models recreating M.C. Escher lithographs and a full-scale, functioning LEGO harpsichord. Marvel at spectacular LEGO creations like: –A life-sized Stegosaurus and an 80,000-brick T. Rex skeleton –Detailed microscale versions of landmarks like the Acropolis and Yankee Stadium –A 22-foot long, 350-pound re-creation of the World War II battleship Yamato –A robotic, giant chess set that can replay historical matches or take on an opponent –A three-level, remote-controlled Jawa Sandcrawler, complete with moving conveyor belt Whether you're a card-carrying LEGO fanatic or just thinking fondly about that dusty box of LEGO in storage, The Cult of LEGO will inspire you to take out your bricks and build something amazing.

Step-by-step instructions show how to build detailed LEGO models of neighborhoods - complete with homes, stores, restaurants, barbershops, and more. Enter the fantastical world of model building. The LEGO Neighborhood Book 2 is a full-color guide to creating intricate, bustling LEGO neighborhoods, and cities. In this second volume, a follow up to the runaway best-selling first volume, you'll learn even more ways to create classic architectural styles using only LEGO bricks. In addition to creating entire buildings, LEGO model-building experts Brian and Jason Lyles also show you how to create interesting architectural features like cornices, false fronts, porches, and detailed interiors and furniture. With instructions for three buildings and many smaller builds, The LEGO Neighborhood Book 2 is sure to provide hours of building fun and inspiration for readers of all ages.

LEGO Heavy Weapons

The LEGO MINDSTORMS EV3 Laboratory

Build, Program, and Experiment with Five Wicked Cool Robots

Machines and Mechanisms, Volume 1

The LEGO Power Functions Idea Book, Volume 1

Klutz: Lego Gear Bots

Take your creations to the next level with The LEGO Architecture Idea Book! These clever building tips will give you endless inspiration for making your own amazing mansions, castles, houses, spooky shacks, and more. Every chapter includes ideas for creating architectural elements like columns, doors, windows, and walls. But rather than providing step-by-step instructions, the book includes helpful photography from every angle that shows you how to achieve the look, adapt it to your build, and make it your own. Learn how to:
- Build amazing walls that break the mold, with brick-and-mortar effects, weathered walls, and loose bricks
- Recreate structural effects like timber framing, soaring towers and turrets, shingled roofs,clapboard siding, and more
- Elevate your models with ½stained glass½, intricate color patterns, and tumble-down wear-and-tear
- Use pieces like croissants, snakes, and goblets to make unique architectural ornamentation Bursting with clever ideas, The LEGO Architecture Idea Book will show you how to turn your buildings into impressive, realistic structures.

"A compilation of small projects to build with LEGO Technic parts, including gears, motors, gadgets, and other moving elements. Contains step-by-step building instructions for rack-and-pinion steering systems, sliding doors, grasping claws, and ball-shooting devices. Explores principles of simple machines, gearing, and power translation"-- Travel through the history of architecture in The LEGO Architect. You'll learn about styles like Art Deco, Modernism, and High-Tech, and find inspiration in galleries of LEGO models. Then take your turn building 12 models in a variety of styles. Snap together some bricks and learn architecture the fun way!

Offering hundreds of projects and mechanisms you can build with LEGO Technic parts, this book focuses on LEGO Power Functions, which is the latest version of the Technic system of motors, lights, and other electric building elements. --

The LEGO Book

Machines and Mechanisms

The Art of LEGO MINDSTORMS EV3 Programming

Genius LEGO Inventions with Bricks You Already Have

The Art of LEGO Design

The LEGO Power Functions Idea Book

Learn the model-making process from start to finish, including the best ways to choose scale, wheels, motors, and track layout. Get advice for building steam engines, locomotives, and passenger cars, and discover fresh ideas and inspiration for your own LEGO train designs. Inside you'll find: -A historical tour of LEGO trains -Step-by-step building instructions for models of the German Inter-City Express (ICE), the Swiss "Crocodile," and a vintage passenger car -Tips for controlling your trains with transformers, receivers, and motors -Advice on advanced building techniques like SNOT (studs not on top), microstriping, creating textures, and making offset connections -Case studies of the design process -Ways to use older LEGO pieces in modern designs For ages 10+

This second volume of The LEGO Power Functions Idea Book, Cars and Contraptions, showcases small projects to build with LEGO Technic gears, motors, gadgets, and other moving elements. You'll find hundreds of clever, buildable mechanisms, each one demonstrating a key building technique or mechanical principle. You'll learn to build four-wheel drive cars, adorable walking 'bots, steerable tanks, robotic inchworms, and cars that can follow the edge of a table! Each model includes a list of required parts and colorful photographs that guide you through the build without the need for step-by-step instructions. As you build, you'll explore the principles of gear systems, power translation, differentials, suspensions, and more.

Over 2 million copies sold worldwide! Be inspired to create and build amazing models with your LEGO® bricks! The LEGO Ideas Book is packed full of tips from expert LEGO builders on how to make jet planes reach new heights, create fantastic fortresses, swing through lush jungles, have fun on the farm and send space shuttles out of this world! This awesome ideas book is divided into six themed chapters - transport, buildings, space, kingdoms, adventure, and useful makes - to inspire every member of the family to get building. With over 500 models and ideas, this book is perfect for any LEGO fan - young or young at heart - who want to make their models cool, fun and imaginative. ©2020 The LEGO Group.

LEGO MINDSTORMS has changed the way we think about robotics by making it possible for anyone to build real, working robots. The latest MINDSTORMS set, EV3, is more powerful than ever, and The LEGO MINDSTORMS EV3 Discovery Book is the complete, beginner-friendly guide you need to get started. Begin with the basics as you build and program a simple robot to experiment with motors, sensors, and EV3 programming. Then you'll move on to a series of increasingly sophisticated robots that will show you how to work with advanced programming techniques like data wires, variables, and custom-made programming blocks. You'll also learn essential building techniques like how to use beams, gears, and connector blocks effectively in your own designs. Master the possibilities of the EV3 set as you build and program: -The EXPLOR3R, a wheeled vehicle that uses sensors to navigate around a room and follow lines -The FORMULA EV3 RACE CAR, a streamlined remote-controlled race car -ANTY, a six-legged walking creature that adapts its behavior to its surroundings -SK3TCHBOT, a robot that lets you play games on the EV3 screen -The SNATCH3R, a robotic arm that can autonomously find, grab, lift, and move the infrared beacon -LAVA R3X, a humanoid robot that walks and talks More than 150 building and programming challenges throughout encourage you to think creatively and apply what you've learned to invent your own robots. With The LEGO MINDSTORMS EV3 Discovery Book as your guide, you'll be building your own out-of-this-world creations in no time! Requirements: One LEGO MINDSTORMS EV3 set (LEGO SET #31313)

The Cult of LEGO

The LEGO Architecture Idea Book

The LEGO BOOST Idea Book

Thanos

The LEGO Power Functions Idea Book, Volume 2

Incredible LEGO Technic

This first volume of The LEGO Power Functions Idea Book, Machines and Mechanisms, showcases small projects to build with LEGO Technic gears, motors, gadgets, and other moving elements. You'll find hundreds of clever, buildable mechanisms, each one demonstrating a key building technique or mechanical principle. You'll learn to build sliding doors, grasping claws, rack-and-pinion mechanisms, and ball-shooting devices of every sort! Each model includes a list of required parts and colorful photographs that guide you through the build without the need for step-by-step instructions. As you build, you'll explore the principles of simple machines, gear systems, power translation, and more.

Calling All Tinkerers, Experimenters & Inventors! Unleash Your Creative Powers with Exciting LEGO® Innovations Use science and engineering to transform your bin of LEGO® bricks into amazing, movable toys, machines and gadgets. Bestselling author Sarah Dees is back with an all-new collection of projects featuring ingenious designs and simple scientific principles that real engineers use every day. Make yourself a robot pal whose legs move as he rolls along, or a drummer who really plays the drums. Build a wind-up car complete with a flywheel that'll send your minifigures zooming. Or challenge your friends to a game of pinball on a LEGO® pinball machine you built from scratch. Each project is cooler than the next! It's easy and fun to build each of these awesome contraptions and games by following the clear step-by-step instructions and photographs. Think you have a different way to build something? Exercise your inventing muscles and tinker away! You're in charge of your designs, so experiment and tweak to make your inventions personal to you. No matter what you end up creating, you'll learn exciting new things about science, impress your family and have a blast along the way.

At last, fans of the LEGO BOOST robot building kit have the learning resource they've been missing! Enter The LEGO BOOST Activity Book: a full-color guide that will help readers learn how to build and code LEGO creations that move, explore their environment, grab and lift objects, and more. The LEGO BOOST kit lets younger builders create fun, multifunctional robots by combining bricks with code, but it doesn't come with a manual. With the help of this complete guide to the LEGO BOOST set, you'll be on your way to building and programming BOOST robots in no time. You'll begin your exploration by building a basic rover robot called MARIO to help you learn the fundamentals of the BOOST programming environment. Next, you'll add features to your rover to control its movement and make it repeat actions and react to colors and sounds. Once you've learned some programming basics, you'll learn how to program your robot to do things like follow lines on the ground, scan its environment to decide where to go, and even play darts. As final projects, you'll create two complete robots: BrickPecker to help you organize your bricks and CYBOT, a robot that talks, shoots objects, and executes voice commands. As you advance through the book, optional lessons aim to deepen your understanding of basic robotics concepts. Brain BOOSTer sections let you dig into the math and engineering behind your builds while a host of experiments seek to test your skills and encourage you to do more with your robots. With countless illustrations, extensive explanations, and a wealth of coding examples to guide you, The LEGO BOOST Activity Book is sure to take you from beginning builder to robotics whiz and give your robot-building brain that needed boost!

A follow-up to the best-selling LEGO® Technic Idea Book series by master builder and LEGO luminary Yoshihito Isogawa, readers learn to create their own robots from the LEGO MINDSTORMS Robot Inventor Set. If you've had your fun building programmable, intelligent creations with the LEGO® MINDSTORMS® Robot Inventor set, it's time to take your bot-building to the next level! With over 125 new models, the LEGO MINDSTORMS Robot Inventor Idea Book will unleash your imagination and open up limitless possibilities for unique robotic designs. You'll learn how to build basic mechanisms with motors and sensors, robots that can walk or drive themselves, and practical tools for lifting, opening doors, drawing, and even launching projectiles. Then, bring them all to life with the LEGO MINDSTORMS Robot Inventor App, which lets you program your bots to perform tasks and missions. Each model is paired with an illustrated list of parts and multi-angled color photographs, so you can easily reproduce the projects without the need for step-by-step instructions. Best of all, you'll also be inspired to combine various mechanisms into your own interactive inventions, toys, cars, games, and more! To build the book's models, all you need is the LEGO® MINDSTORMS® Robot Inventor set (#51515) and a smart device that can run the MINDSTORMS App.

The Unofficial LEGO Technic Builder's Guide

The LEGO Trains Book

The LEGO MINDSTORMS Robot Inventor Idea Book

LEGO Micro Cities

The LEGO® Ideas Book

Cars, Trucks, Robots & More!

Create your own custom city with building instructions for over 50 builds from 8 amazing LEGO Micro Cities! Build a beautiful LEGO® city that's small enough to hold in your hands! Filled with striking photos, step-by-step instructions, and countless ideas for customization, LEGO Micro Cities shows you how building small can open up new possibilities for the creative builder. You'll learn everything you need to know to create your own micro city, from building the foundation to adding convincing architectural details that will bring your city to life.

With its colorful, block-based interface, The LEGO® MINDSTORMS® EV3 programming language is designed to allow anyone to program intelligent robots, but its powerful features can be intimidating at first. The Art of LEGO MINDSTORMS EV3 Programming is a full-color, beginner-friendly guide designed to bridge that gap.

Inside, you ' ll discover how to combine core EV3 elements like blocks, data wires, files, and variables to create sophisticated programs. You ' ll also learn good programming practices, memory management, and helpful debugging strategies—general skills that will be relevant to programming in any language. All of the book ' s programs work with one general-purpose test robot that you ' ll build early on. As you follow along, you ' ll program your robot to: –React to different environments and respond to commands –Follow a wall to navigate a maze –Display drawings that you input with dials, sensors, and data wires on the EV3 screen –Play a Simon Says—style game that uses arrays to save your high score –Follow a line using a PID-type controller like the ones in real industrial systems The Art of LEGO MINDSTORMS EV3 Programming covers both the Home and Education Editions of the EV3 set, making it perfect for kids, parents, and teachers alike. Whether your robotics lab is the living room or the classroom, this is the complete guide to EV3 programming that you ' ve been waiting for. Requirements: One LEGO MINDSTORMS EV3 Home OR Education set (#31313 OR #45544).

An introduction to the LEGO Mindstorms Robot Inventor Kit through seven engaging projects. With its amazing assortment of bricks, motors, and smart sensors, the LEGO® MINDSTORMS® Robot Inventor set opens the door to a physical-meets-digital world. The LEGO MINDSTORMS Robot Inventor Activity Book expands that world into an entire universe of incredibly fun, uniquely interactive robotic creations! Using the Robot Inventor set and a device that can run the companion app, you ' ll learn how to build bots beyond your imagination—from a magical monster that gobbles up paper and answers written questions, to a remote-controlled transformer car that you can drive, steer, and shape-shift into a walking humanoid robot at the press of a button. Author and MINDSTORMS master Daniele Benedettelli, a robotics expert, takes a project-based approach as he leads you through an increasingly sophisticated collection of his most captivating robot models, chapter by chapter. Each project features illustrated step-by-step building instructions, as well as detailed explanations on programming your robots through the MINDSTORMS App—no coding experience required. As you build and program an adorable pet turtle, an electric guitar that lets you shred out solos, a fully functional, whiz-bang pinball machine and more, you ' ll discover dozens of cool building and programming techniques to apply to your own LEGO creations, from working with gears and motors, to smoothing out sensor measurement errors, storing data in variables and lists, and beyond. By the end of this book, you ' ll have all the tools, talent and inspiration you need to invent your own LEGO MINDSTORMS robots.

Tired of always being jerked and jolted along the tracks in last place, Katy Caboose devises a clever plan for solving all of her travel woes.

Beyond the Obvious

Cars and Contraptions

Creative Ways to Build Amazing Models

Marvel Universe - The End

Build Working Replicas of Four of the World's Most Impressive Guns

95 Simple Robots and Hints for Making More!