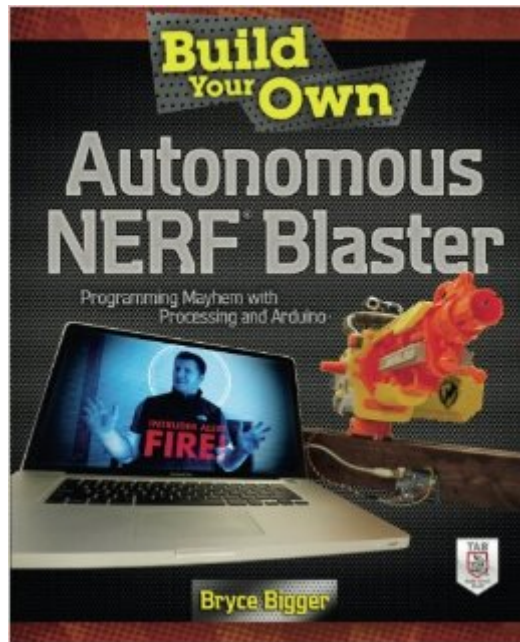# Build Your Own Autonomous NERF Blaster: Programming Mayhem With Processing And Arduino

Synopsis

Design and build your own robotic, Arduino-powered sentry blaster! Break out the big daddy blaster--and teach it to act on its own! Build Your Own Autonomous NERF Blaster walks you through cool DIY projects, such as working with motion sensors, remote monitors, and facial detection software, all while building up to the ultimate goal: a robotic NERF weapon that finds and fires on its targets! Have some serious fun along the way as you learn about creative coding with Processing and Arduino. Step-by-step instructions show you how to: Construct and mount a servo, NERF blaster, and webcam in harmonious alignment Program Processing to receive video, search it for a face, and then pass instructions to your Arduino board via USB cable Configure Arduino to process the message and instruct the servo to move to a new position Specify your target radius in Processing and, when met, send the message to Arduino that it's time to "open fire!"

Book Information

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Customer Reviews

I didn't really expect to read this book from cover to cover in one sitting. I did simply because it is a really fun book to read.Written in exuberant style, it is one part instruction manual, one part autobiography of creative evolution, and three parts shout of encouragement to new tinkerers and old geeks (TLSF Death Blossom!!!). I look forward to giving my copy to a 10 year old neighbor who loves to build stuff and loves graphics and games. I don't think his little sister will thank me for setting him up to build a fully robotic Nerf launcher, but this project is such a great blend of fun and learning that it will be worth it.On technical note, this book is also a great little introduction to the

wide range of capabilities in the "Processing" programming language. Prior to this, I thought of Processing only as the basis for the Arduino IDE. This book has opened my eyes to lots of new possibilities to use Processing to knit together all kinds of software/graphics/physical computing projects.

Intro books don't come any better than this - the author provides clear instructions for navigating Processing and Arduino to build a robotic NERF weapon. The step-by-step directions are easy to follow and not too complicated. (The pictures really help too!) I was surprised how funny and entertaining the writing is, since I was expecting just a how-to manual. Some of the side stories about Adobe and MailChimp are actually pretty cool.I'm a complete novice to programming, but I've played with NERF guns for years, which is what drew me to the book. It's an awesome project - great idea, great book, great buy.

This is such a fun, easy to follow book.If you have ever only briefly thought about doing any physical computing/coding, but have been turned off (like me), thinking its too overwhelming or hard to learn... do yourself a favor and buy this book!The author does a great job of walking you through the basics, providing great visuals and snippets of code to make your first project a reality.Great writing, especially since he uses his own real projects as examples. It's not some boring, hard to read instruction manual.It's inspiring too.He reminds you throughout the book to tinker and experiment; and how a playful side project/hobby can lead to real work and employment opportunities.I enjoyed it and I'm looking forward to building my own projects soon!

This is a great read. I have not built my own Nerf Blaster yet but I look forward to making it a weekend project soon.Coming from someone who isn't the slightest bit technical, I enjoyed that the step by step directions were clear and easy to follow. It also helped that it was entertaining and kept the reader's attention. Great Book!

A wonderful book for hackers and tinkerers! Bryce guides through to making one of the coolest tech toys with ease! This is a must buy!

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