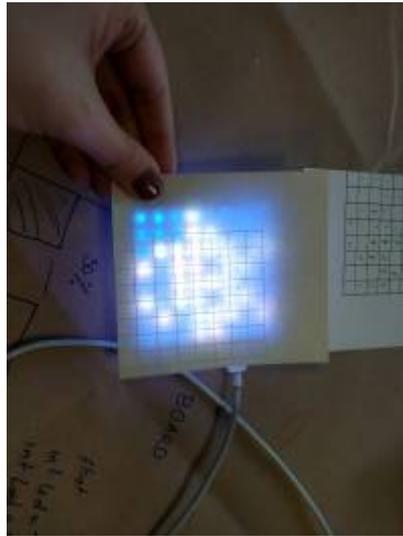


El taller





Videos

Sesión 1

- concierto solenoide:
https://www.youtube.com/watch?v=g_hiz-Kx0kM&list=PL341E603FB13FE2D3&ab_channel=reduzent
- Processing & Kinect Sensor: Finger Tracking + OSCP5 + Pure Data + Arp2600
https://www.youtube.com/watch?v=X5WGyJPS_5s

- Experimento de resonancia acustica:
https://www.youtube.com/watch?v=wyjAgrUBF4w&ab_channel=brusspup
- Graffiti Laser: <http://www.graffitiresearchlab.com/blog/projects/laser-tag/>
- Delicate boundaries: <http://csugrue.com/delicateboundaries/>
- Licuadora que funciona con gruñidos: <https://youtu.be/6DDkwdPaYmk>
- Almacenador de gritos: <https://youtu.be/Ta7rN5TeKzw>
- Drawdio: <https://www.youtube.com/watch?v=Ein9asQgfB8> y
<https://www.youtube.com/watch?v=HYg8iycYZNs&t=2s>
- sensor pez: <https://twitter.com/unloquer/status/1099095464291508224>
- planta feliz: <https://www.youtube.com/shorts/YAsNlonSBac>
- juego de cubos en una caja : <https://www.youtube.com/shorts/YZ7aAG4DWZk>
- pelotica: <https://www.youtube.com/shorts/9eLff37aS4U>
- pez automata: <https://youtu.be/HH9IDf5W-gU>
- concierto de 8bits: <https://youtu.be/nE3JVpOwWuU>
- Lista de reproduccion:
<https://www.youtube.com/playlist?list=PL36dJutVa9QZj95urcHqORXI1mH-VnsEN>
- galería de algunos sensores: <https://twitter.com/jero98772/status/1383031921484165120>
- multimedia de jugetes: https://wiki.unloquer.org/personas/jero98772/taller_explora/multimedia
- Taller de aire y vestuario: <https://www.flickr.com/photos/37012247@N06/49257858968/>

Sesión 2

Para generar ideas:

Sensores de calidad del aire y weareables: <https://youtu.be/8ZFxrDkVOFk>

Fanzine con manual de instalación

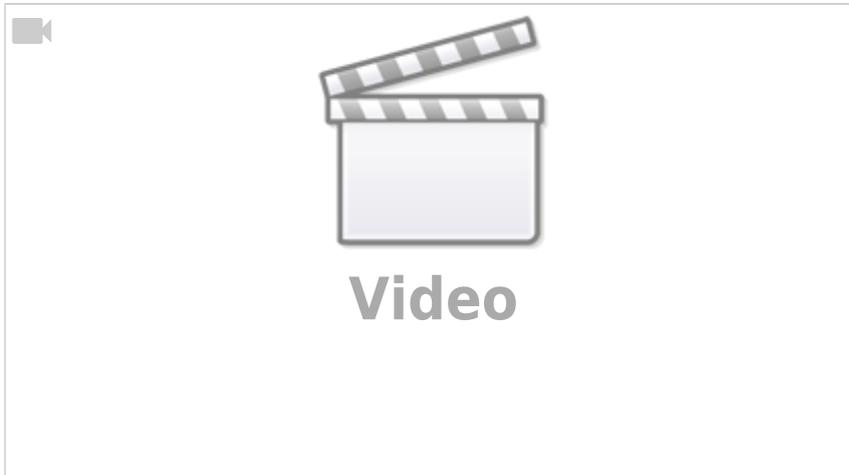


sin_titulo.pdf

Sesión 3

Para crear los conceptos:

Comprender el mundo a través de los datos:



¿Para que sirven los datos?

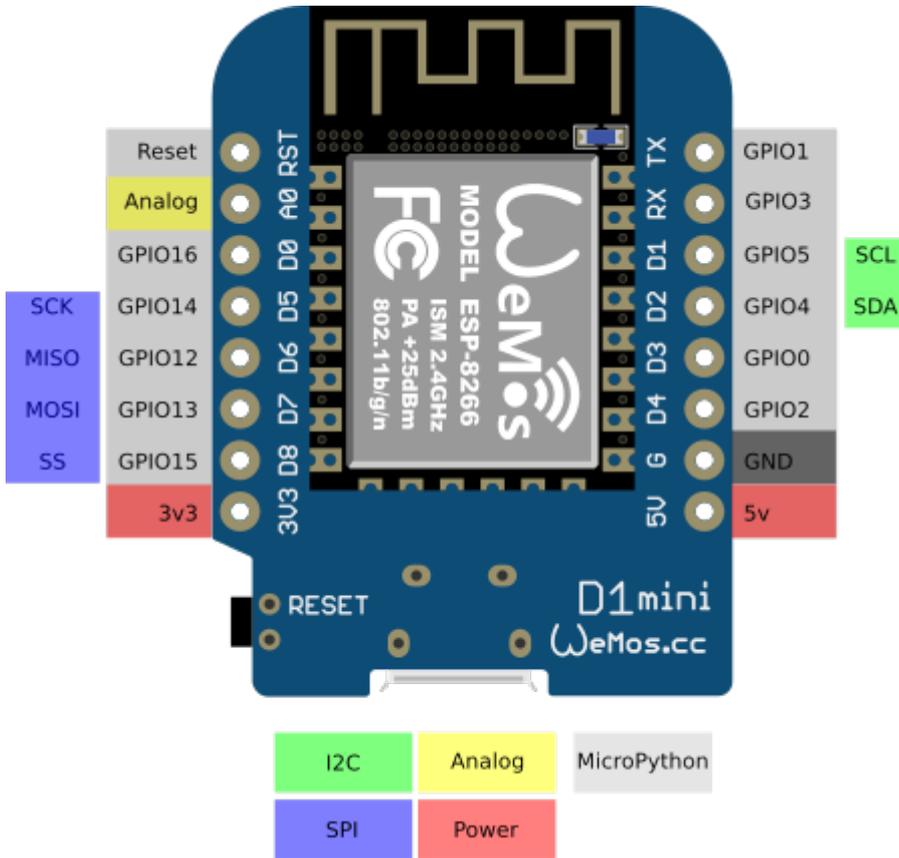
<https://www.behance.net/gallery/82992729/Dear-Data-Postcard>

http://www.visualcomplexity.com/vc/project_details.cfm?id=666&index=27&domain=Music

Componentes

ESP 8266

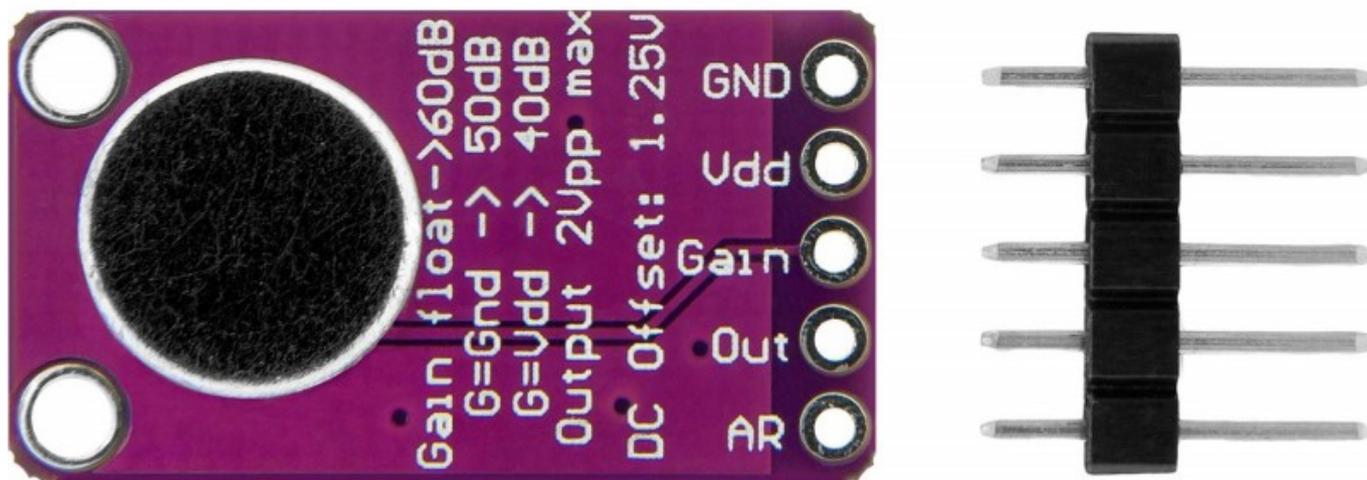
<https://bigl.es/content/images/2018/10/Wemos-D1-Mini.png>



Micrófono

Info del Micrófono

https://maxelectronica.cl/3891-thickbox_default/modulo-max9814-sensor-de-sonido-microfono-electret-20-20khz.jpg



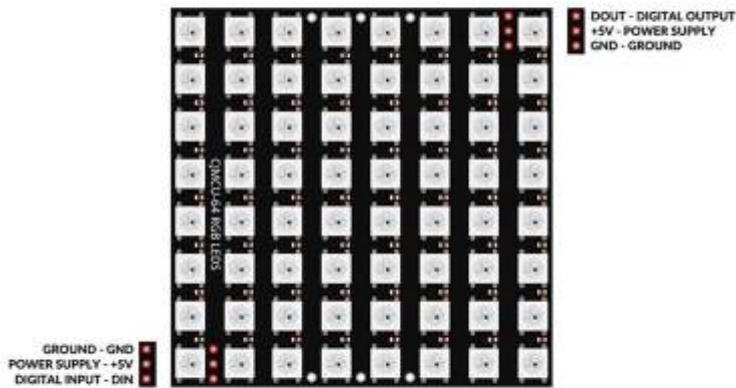
Amplificador

<https://www.maximintegrated.com/en/products/analog/audio/MAX9814.html>

Matriz de leds

<https://img.bestdealplus.com/ae04/kf/H0a03f4ded2694b5f8ec2324c68521a6b5.jpg>

U64 LED Matrix Panel module Pinout



Aplicación Android

<https://play.google.com/store/apps/details?id=name.antonsmirnov.android.arduinoroid2&hl=es&gl=CO>

Entorno para desktop

Windows: <https://www.arduino.cc/en/software>

Github y Código

Repositorios de github: <https://github.com/unloquer/ETSesnor>

Repositorio del código sesión 2: intensidad

<https://github.com/unloquer/ETSesnor/blob/main/src/src.ino>

Descargar repositorio código para programar una "imagen" en la matriz

<https://github.com/unloquer/ETSesnor>

Ejemplo básico

[ejemplo.ino](#)

```
#include <FastLED.h>
#define LED_PIN D3
#define LED_TYPE WS2812B
#define COLOR_ORDER GRB
#define amarillo CRGB::Yellow
#define negro CRGB::Black
#define rojo CRGB::Red
#define azul CRGB::Blue
#define maplv1 0x00FF00
#define maplv2 0x00AA00
#define maplv3 0xFFFF00
#define maplv4 0xFFE994
#define maplv5 0xFFAA00
#define maplv6 0xEC9BA4
#define maplv7 0xE1AA00
#define maplv8 0xFF00FF
#define maplv9 0x00DAFE
#define maplv10 0x0181FE

const uint8_t matrixWidth = 8;
const uint8_t matrixHeight = 8;
#define NUM_LEDS (matrixWidth * matrixHeight)

int BRIGHTNESS = 60;
CRGB leds[matrixWidth * matrixHeight];

int loop_cnt = 0;
const int sampleWindow = 50; // Sample window width in mS (50 mS =
20Hz)
unsigned int sample;

void setup() {
  Serial.begin(115200);
  LEDs.addLeds<LED_TYPE,LED_PIN,COLOR_ORDER>(leds,NUM_LEDS);
  FastLED.setBrightness(BRIGHTNESS);
}

#define ESCENAS 1
CRGB matrix[ESCENAS][8][8] = {
  {
    {azul, azul, azul, azul, azul, azul, azul, azul},
    {azul, azul, azul, azul, azul, azul, azul, azul},
  }
}
```

```

    {azul, azul, azul, azul, azul, azul, azul, azul},
    {azul, azul, azul, azul, azul, azul, azul, azul},
    {azul, azul, azul, azul, azul, azul, azul, azul},
  },
};

void loop() {
  for(int i = 0; i < matrixHeight; i++) {
    for(int j = 0; j < matrixWidth; j++) {
      leds[i*matrixWidth + j] = matrix[loop_cnt%ESCENAS][i][j];
    }
  }
  unsigned long startMillis = millis(); // Start of sample window
  unsigned int peakToPeak = 0;

  unsigned int signalMax = 0;
  unsigned int signalMin = 1024;

  // collect data for 50 mS
  while (millis() - startMillis < sampleWindow)
  {
    sample = analogRead(0);
    if (sample < 1024) {
      if (sample > signalMax)
      {
        signalMax = sample;
      }
      else if (sample < signalMin)
      {
        signalMin = sample;
      }
    }
  }
  peakToPeak = signalMax - signalMin;
  int changeBrightness = map(peakToPeak, 20, 500, 0, 100);
  FastLED.setBrightness(changeBrightness);
  FastLED.show();
  Serial.println(peakToPeak);
  loop_cnt++;
  FastLED.clear();
}

```



Librería para escribir en la matriz



libmatrix.ino

```
#include <Arduino.h>
#include <FastLED.h>
#include <algorithm>
#define LED_PIN D3
#define LED_TYPE WS2812B
#define COLOR_ORDER GRB

/*
**
** https://github.com/FastLED/
** https://github.com/gmoehrke/FastFX
** https://www.reddit.com/r/FastLED/wiki/index/user\_examples
** https://macetech.github.io/FastLED-XY-Map-Generator/
**
*/

#define amarillo CRGB::Yellow
#define negro CRGB::Black
#define rojo CRGB::Red
#define azul CRGB::Blue
#define morado CRGB::Purple
#define naranja CRGB::OrangeRed
#define verde CRGB::Green
#define aguamarina CRGB::Cyan
#define rosado CRGB::Fuchsia
#define verdedos CRGB::LimeGreen
#define raro CRGB::DarkOrchid
#define rarodos CRGB::DeepPink
#define maplv1 0x00FF00
#define maplv2 0x00AA00
#define maplv3 0xFFFF00
#define maplv4 0xFFE994
#define maplv5 0xFFAA00
#define maplv6 0xEC9BA4
#define maplv7 0xE1AA00
#define maplv8 0xFF00FF
#define maplv9 0x00DAFE
#define maplv10 0x0181FE

const uint8_t matrixWidth = 8;
const uint8_t matrixHeight = 8;
#define NUM_LEDS (matrixWidth * matrixHeight)

int BRIGHTNESS = 10;
CRGB leds[matrixWidth * matrixHeight];
```

```

const int sampleWindow = 50; // Sample window width in mS (50 mS =
20Hz)
unsigned int sample;

class Matrix {
  CRGB *leds = NULL;
  uint8_t numLeds = 0;
  uint8_t currBrightness = 0;

public:
  Matrix(CRGB *initLeds, uint8_t initNum) {
    leds = initLeds;
    numLeds = initNum;
  }

  // fill all matrix with same color
  void fill(CRGB color) {
    for (int i = 0; i < 64; i++) {
      leds[i] = color;
    }
  };
  // fill a binary shape with same color
  // {
  // B00000000,
  // B10101010,
  // B00000000,
  // B10101010,
  // B00000000,
  // B10101010,
  // B00000000,
  // B10101010
  // };
  void fill(CRGB color, byte *shape) {
    for (int i = 0; i < matrixHeight; i++) {
      for (int j = 0; j < matrixWidth; j++) {
        if (shape[i] & 1 << j) { // if bitwise AND
resolves to
          leds[i * matrixHeight + j] = color; // send 1
        }
      }
    }
  };
  // fill color shape
  void fill(CRGB color_shape[][8]) {
    for (int i = 0; i < matrixHeight; i++) {
      for (int j = 0; j < matrixWidth; j++) {
        leds[i * matrixHeight + j] = color_shape[i][j]; // send 1
      }
    }
  };
  // fill row with color

```

```

void fill_y(CRGB color, int row) {
  for (int j = 0; j < matrixWidth; j++) {
    leds[row * matrixHeight + j] = color; // send 1
  }
};
void fill_y_until(CRGB color_shape[][8], int until) {
  for (int i = 0; i < until; i++) {
    for (int j = 0; j < matrixWidth; j++) {
      leds[i * matrixHeight + j] = color_shape[i][j]; // send 1
    }
  }
};
// fille column with color
void fill_x(CRGB color, int column) {
  for (int i = 0; i < matrixHeight; i++) {
    leds[i * matrixHeight + column] = color; // send 1
  }
};
void fill_x_until(CRGB color_shape[][8], int until) {
  for (int i = 0; i < matrixHeight; i++) {
    for (int j = 0; j < until; j++) {
      leds[i * matrixHeight + j] = color_shape[i][j]; // send 1
    }
  }
};
// of array in matrix
int sound_scale(); // return the actual level of sound
intensity
void color_scale(int sl); // return color for 10 levels of sound
intensity
};

Matrix *mym;

byte sshape[8] = {B00000000, B10101010, B00000000, B10101010,
                 B00000000, B10101010, B00000000, B10101010};

CRGB matrix[8][8] = {
  {maplv2, maplv2, negro, negro, negro, negro, negro, negro},
  {maplv3, maplv3, maplv3, negro, negro, negro, negro, negro},
  {maplv4, maplv4, maplv4, maplv4, negro, negro, negro, negro},
  {maplv5, maplv5, maplv5, maplv5, maplv5, negro, negro, negro},
  {maplv6, maplv6, maplv6, maplv6, maplv6, maplv6, negro, negro},
  {maplv7, maplv7, maplv7, maplv7, maplv7, maplv7, maplv7, negro},
  {maplv8, maplv8, maplv8, maplv8, maplv8, maplv8, maplv8, maplv8},
  {maplv9, maplv9, maplv9, maplv9, maplv9, maplv9, maplv9, maplv9},
};

unsigned int sample_sound() {
  unsigned long startMillis = millis(); // Start of sample window
  unsigned int peakToPeak = 0;

```

```
unsigned int signalMax = 0;
unsigned int signalMin = 1024;

// collect data for 50 mS
while (millis() - startMillis < sampleWindow) {
  sample = analogRead(0);
  if (sample < 1024) {
    if (sample > signalMax) {
      signalMax = sample;
    } else if (sample < signalMin) {
      signalMin = sample;
    }
  }
}

peakToPeak = signalMax - signalMin;

return peakToPeak;
}

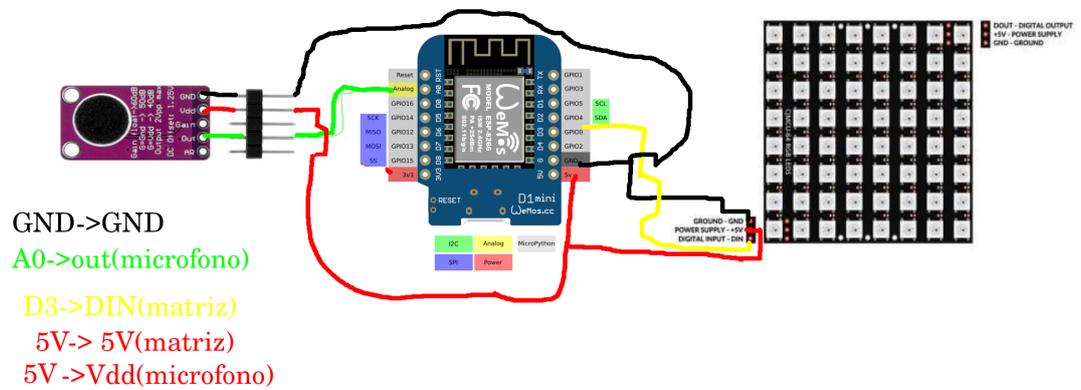
void setup() {
  Serial.begin(115200);
  LEDES.addLeds<LED_TYPE, LED_PIN, COLOR_ORDER>(leds, NUM_LEDS);
  mym = new Matrix(leds, 64);
  FastLED.setBrightness(BRIGHTNESS);
}

void loop() {
  int sample = sample_sound();
  // tomado de https://forum.arduino.cc/t/map-but-log/379910/3
  int logmaplv = log(sample + 1) / log(900) * 9;
  Serial.println(logmaplv);

  for (int i = 0; i <= logmaplv; i++) {
    mym->fill_y_until(matrix, i);
    FastLED.show();
    FastLED.delay(30);
  }

  FastLED.clear();
}
```

Diagrama electronico



Descargar repositorio codigo para programar varios estados en la matriz

Referentes

- https://www.reddit.com/r/FastLED/wiki/index/user_examples
- https://connornishijima.github.io/Pixie_Chroma/?section=shortcodes

Contacto

<https://t.me/unloquer>

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Last update: 2021/12/10 22:40

