

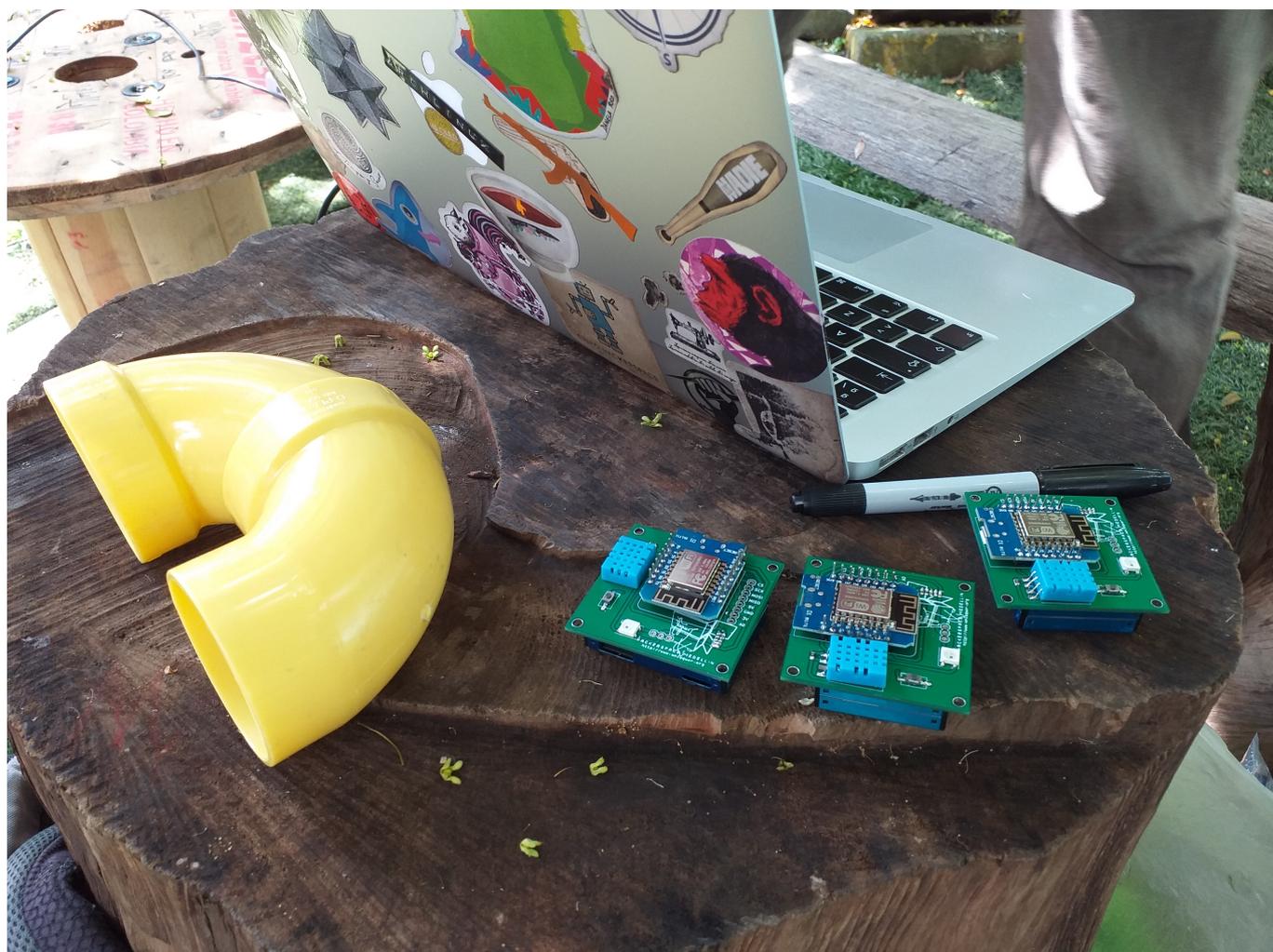
AQA - Taller Vestuario

Prendas de vestuario + AQA

Bitácora

2019-10-17

- Instalación de sensores para proceso de calibración













- [Visualización de los datos de los sensores instalados](#)

Referentes

- <https://twitter.com/arturo182/status/1162762166107353089?s=20>

Ideas y materiales que se pueden usar para el taller

- [instructable](#)
- [adfruit](#)
- [Enlace externo](#)
- [Enlace externo](#)

prendas

[Falda led](#)

Iluminación

Como conectar cinta de leds

código inicial para hacer una animación en la matrix de leds

```
#include<FastLED.h>
#define LED_PIN      D3
#define LED_TYPE     WS2812B
#define COLOR_ORDER  GRB
#define f false
#define t true

const uint8_t kMatrixWidth  = 8;
const uint8_t kMatrixHeight = 8;
#define NUM_LEDS (kMatrixWidth * kMatrixHeight)

int BRIGHTNESS = 60; // this is half brightness
CRGB leds[kMatrixWidth * kMatrixHeight];

#define amarillo CRGB::Yellow
#define black CRGB::Black
#define rojo CRGB::Red

int loop_cnt = 0;
uint16_t speed = 20;
static uint16_t x;
static uint16_t y;
static uint16_t z;
uint16_t scale = 31;
uint8_t noise[kMatrixWidth][kMatrixHeight];

// Fill the x/y array of 8-bit noise values using the inoise8 function.
/*
void fillnoise8() {
  for(int i = 0; i < kMatrixWidth; i++) {
    int ioffset = scale * i;
    for(int j = 0; j < kMatrixHeight; j++) {
      int joffset = scale * j;
      noise[i][j] = inoise8(x + ioffset,y + joffset,z);
    }
  }
  z += speed;
}
*/
void setup() {
  LEADS.addLeds<LED_TYPE, LED_PIN, COLOR_ORDER>(leds, NUM_LEDS);
  FastLED.setBrightness(BRIGHTNESS);
```

```
// Initialize our coordinates to some random values
x = random16();
y = random16();
z = random16();
}

#define ESCENAS 8

CRGB matrix[ESCENAS][8][8] = {
  {
    {CRGB::Green, CRGB::Green, CRGB::Green,CRGB::Green, CRGB::Green,
    CRGB::Green, CRGB::Green,CRGB::Green},
    {CRGB::Green, CRGB::Green, CRGB::Green,CRGB::Green, CRGB::Green,
    CRGB::Green, CRGB::Green,CRGB::Green},
  },
  {
    {CRGB::Green, CRGB::Green, CRGB::Green,CRGB::Green, CRGB::Green,
    CRGB::Green, CRGB::Green,CRGB::Green},
    {CRGB::Green, CRGB::Green, CRGB::Green,CRGB::Green, CRGB::Green,
    CRGB::Green, CRGB::Green,CRGB::Green},
    {CRGB::Green, CRGB::Black, CRGB::Black,CRGB::Black, CRGB::Black,
    CRGB::Black, CRGB::Black,CRGB::Green},
    {CRGB::Green, CRGB::Green, CRGB::Green,CRGB::Green, CRGB::Green,
    CRGB::Green, CRGB::Green,CRGB::Green},
  },
  {
    {CRGB::Green, CRGB::Green, CRGB::Green,CRGB::Green, CRGB::Green,
    CRGB::Green, CRGB::Green,CRGB::Green},
    {CRGB::Green, CRGB::Green, CRGB::Green,CRGB::Green, CRGB::Green,
    CRGB::Green, CRGB::Green,CRGB::Green},
    {CRGB::Green, CRGB::Green, CRGB::Green,CRGB::Green, CRGB::Green,
    CRGB::Green, CRGB::Green,CRGB::Green},
  }
}
```



```
};  
  
void loop() {  
  /*fillnoise8();*/  
  
  for(int i = 0; i< kMatrixHeight; i++) {  
    for(int j = 0; j< kMatrixWidth; j++) {  
      leds[i*kMatrixWidth + j] = matrix[loop_cnt%ESCENAS][i][j];  
    }  
  }  
  FastLED.show();  
  delay(500);  
  for(int i = 0; i< kMatrixHeight; i++) {  
    for(int j = 0; j<kMatrixWidth; j++) {  
      leds[i*kMatrixWidth + j] = CRGB::Black;  
    }  
  }  
  delay(500);  
  loop_cnt++;  
}
```

Algunas fotografías de la 5 sesión del taller









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