# week 04

### **Sensor 2: Photocells and Force Sensors**

Analog input and Processing

#### **Photocell**

#### Force Sensitive Resistor







### **Potentiometers**

- Variable resistor (a type of "resistive sensor")
- Pot for short
- When you need a "ranged" input
- Measures rotational position (knob for volume, light dimmer, etc.)







pot

resistor

### **Voltage Divider**

Potentiometer is a type of voltage divider.



#### **Potentiometers**

- It's like a faucet (if current is analog to water flow)
- Like any other resistor, but you can vary the amount of resistance
- Generally used for making a varying voltage (remember, Arduino measures voltage differences, not resistance differences)



#### **Photocells** (aka photoresistor)

Brighter light == lower resistance



### **Force Sensitive Resistors**

#### More pressure == lower resistance



### **Force Sensitive Resistors**

Experiment with different pressure objects, sponge, plates, etc.



# **Working with Processing**

#### Arduino as an interface board

### **Arduino to Computer**



### **Arduino to Computer**



#### Processing

Open source programming language and environment for images, animation, and interactions.





#### Processing



### **Processing and Serial**

Processing has a "Serial" library to talk to Arduino.

load library
 set portname
 open port
 read/write port

```
import processing.serial.*;
// Change this to the portname your Arduino board
String portname = "/dev/tty.usbserial_A3000Xv0"; // or "COM5"
void setup() {
    port = new Serial(this, portname, 9600);
}
void draw() {
  // draw something
}
// called whenever serial data arrives
void serialEvent(Serial p) {
  char c = port.readChar();
  if( c == '!' ) {
    // do something
}
```

**Tuesday Week 2: Interaction Design** 

Theory and Practice of Tangible User Interfaces

## **In Class Exercise**

### **Photocell and LED**

SinglePotControlsBrightness.txt SinglePotControlsBlinking.txt



#### **FSR and LED**

SinglePotControlsBrightness.txt SinglePotControlsBlinking.txt



#### Processing

#### Download and install Processing from processing.org



#### **Processing and Arduino**

#### arduino\_ball\_paint

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arduino_ball_paint	]
<pre>// called whenever serial data arrives void serialEvent(Serial p) { int c = port.read(); if (c != lf &amp;&amp; c != cr) { buf += char(c); } if (c == lf) { int val = int(buf); println("val="+val); int x = int(random(0,width)); int y = int(random(0,width)); int y = int(random(0,height)); drawball(x,y,val); buf = ""; background(40,40,40); // erase screen</pre>	
}	~
	1
val=0 val=0 val=0 val=0 val=0	~
val=0	•



**Every time a number** is received via the serial port, it draws a ball that size.

### Homework

#### Programming

Create an interesting visualization on your computer that could be influenced by the input from the sensors you have (pot, photocell, FSR, or combination of them). You can use Processing (or any other language you like) in writing the program. Post your results on the course website.

#### **Mechanical**

Create a mechanical construction for your FSR that distributes or focuses physical force that is applied. Think about everyday objects (toothpaste tube, entrance mat, paintbrush, pipette, etc.) and how you measure the pressure or force applied to them.

### **Supplement Readings**

Force sensitive resistors: Chapter 11 of Physical Computing Voltage divider: Chapter 6, pp. 102-108 of Physical Computing

#### **Thanks!**