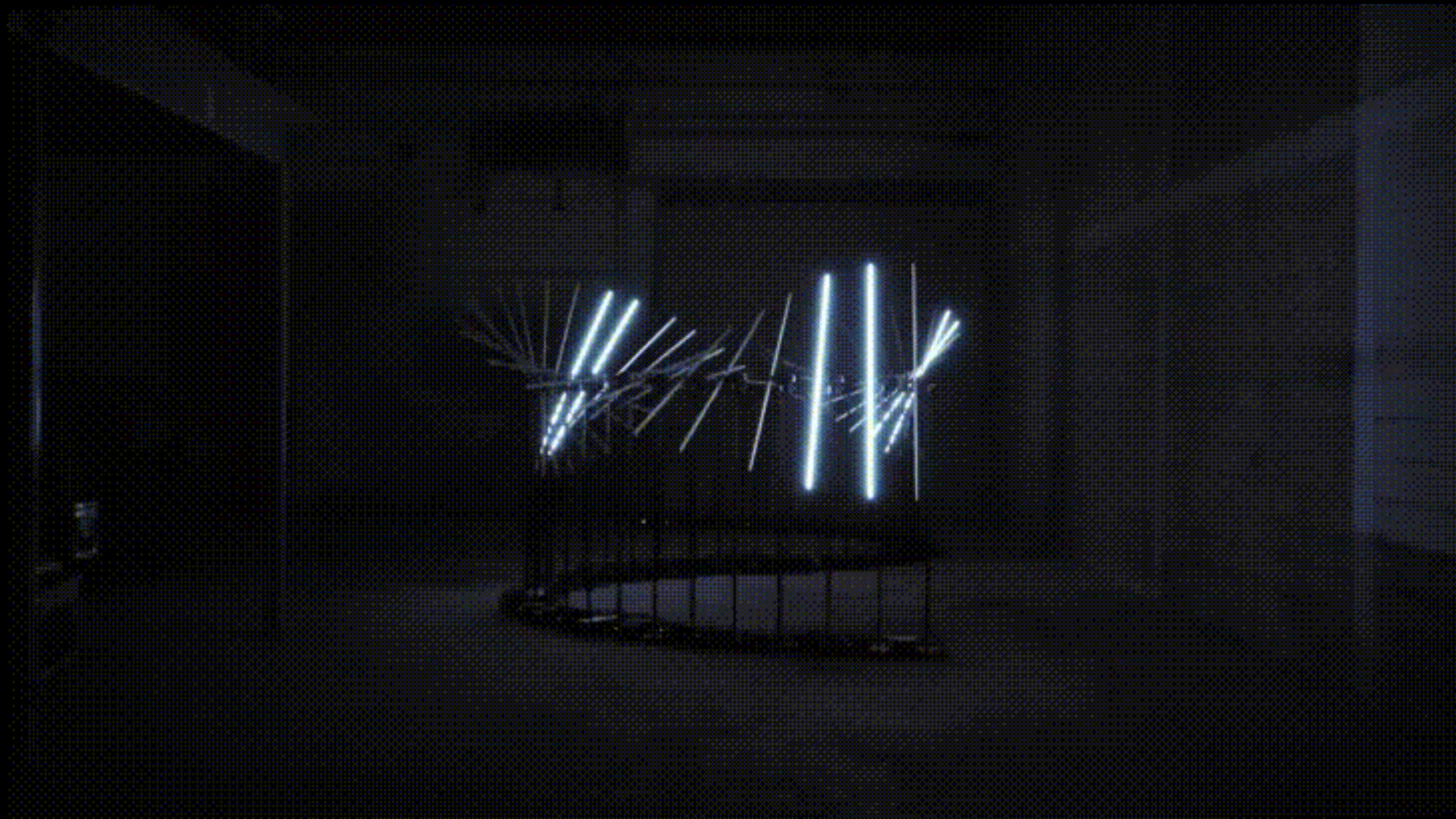


INTERACTION DESIGN

NEOPIXELS

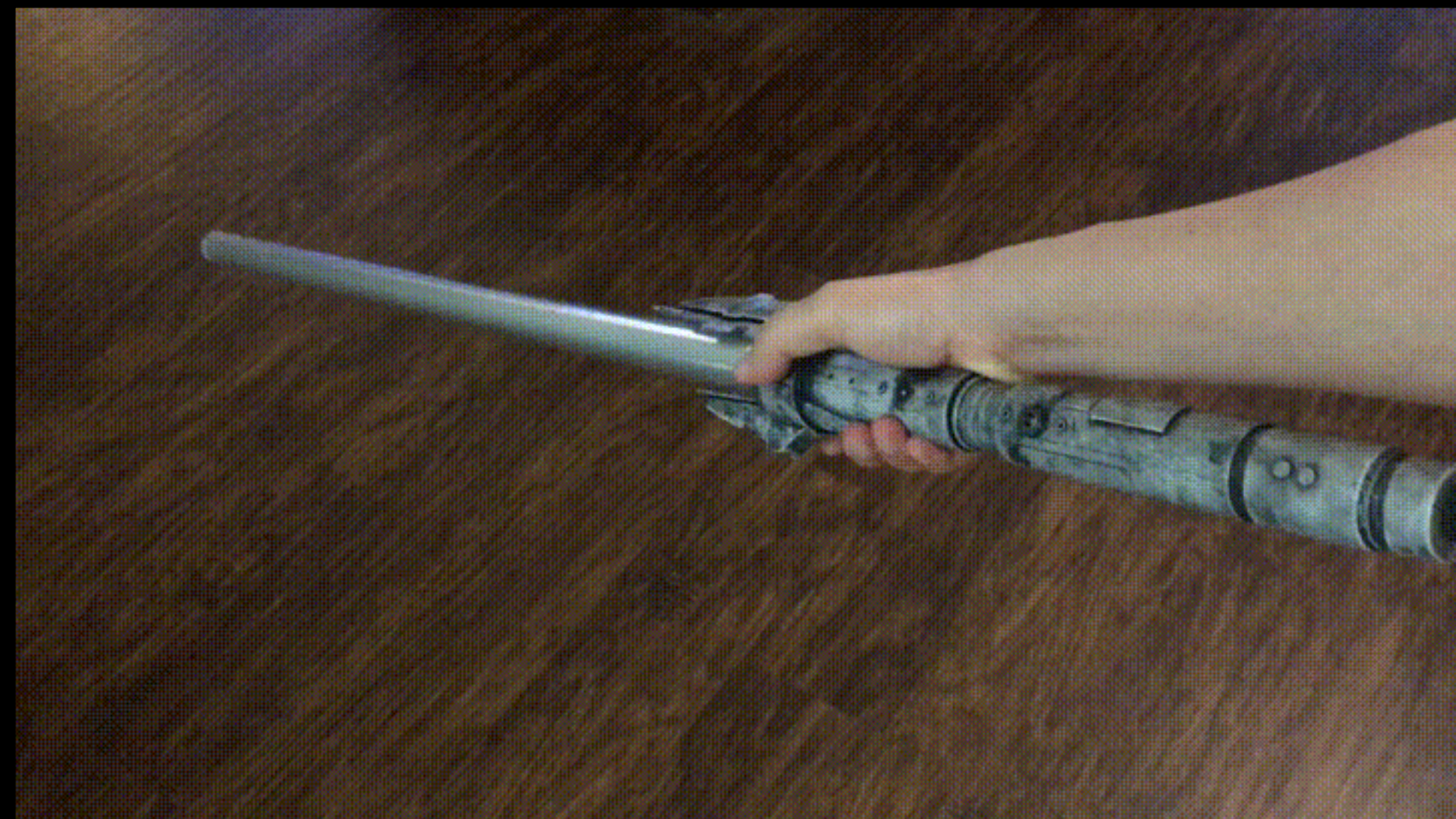
Physical Computing HS21



Collectif Scale "Flux"



Workshop Madmapper Geneva 2014



"Tales of the Jedi" Lightsaber

LED

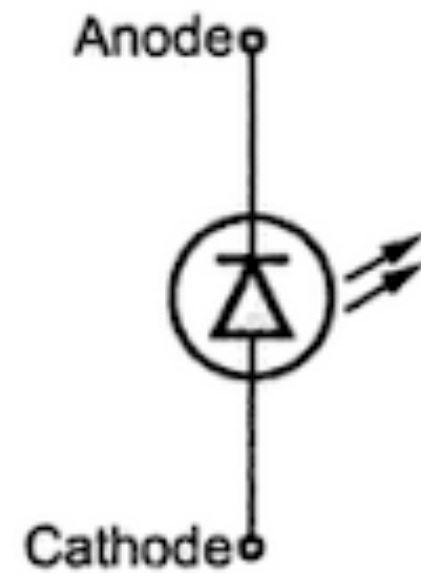


Fig. 1 Symbol of LED

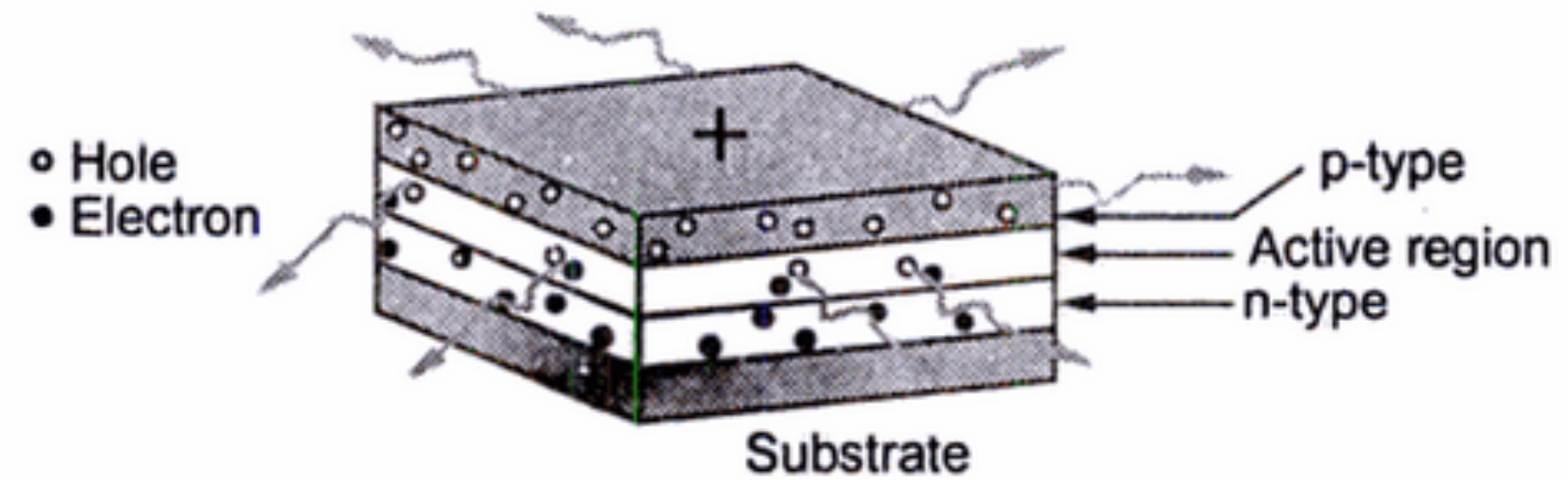
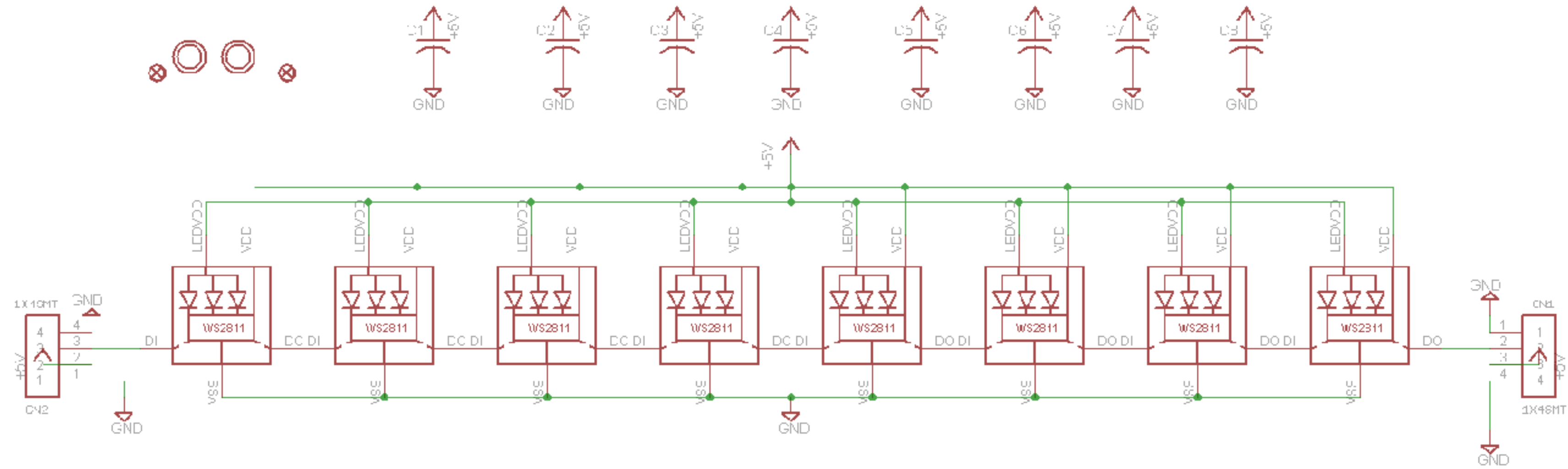


Fig. 3 LED construction

LED (Light Emitting Diode) emits light as a result of electric luminescence. The light is not produced by heating a metal filament, instead the diode, emits light when flowing through two specially coated silicon semiconductors.

NEOPIXELS



- Individually addressable RGB color pixels and strips based on the **WS2811**, **WS2812**, **WS2815**, **SK9822** and **SK6812** integrated light source packages
- The term has become the standard name for addressable single wire controlled LEDs regardless of manufacturer
- NeoPixels cannot be lit with a simple circuit, they require a microcontroller to send the control signals

TYPES



Through-Hole

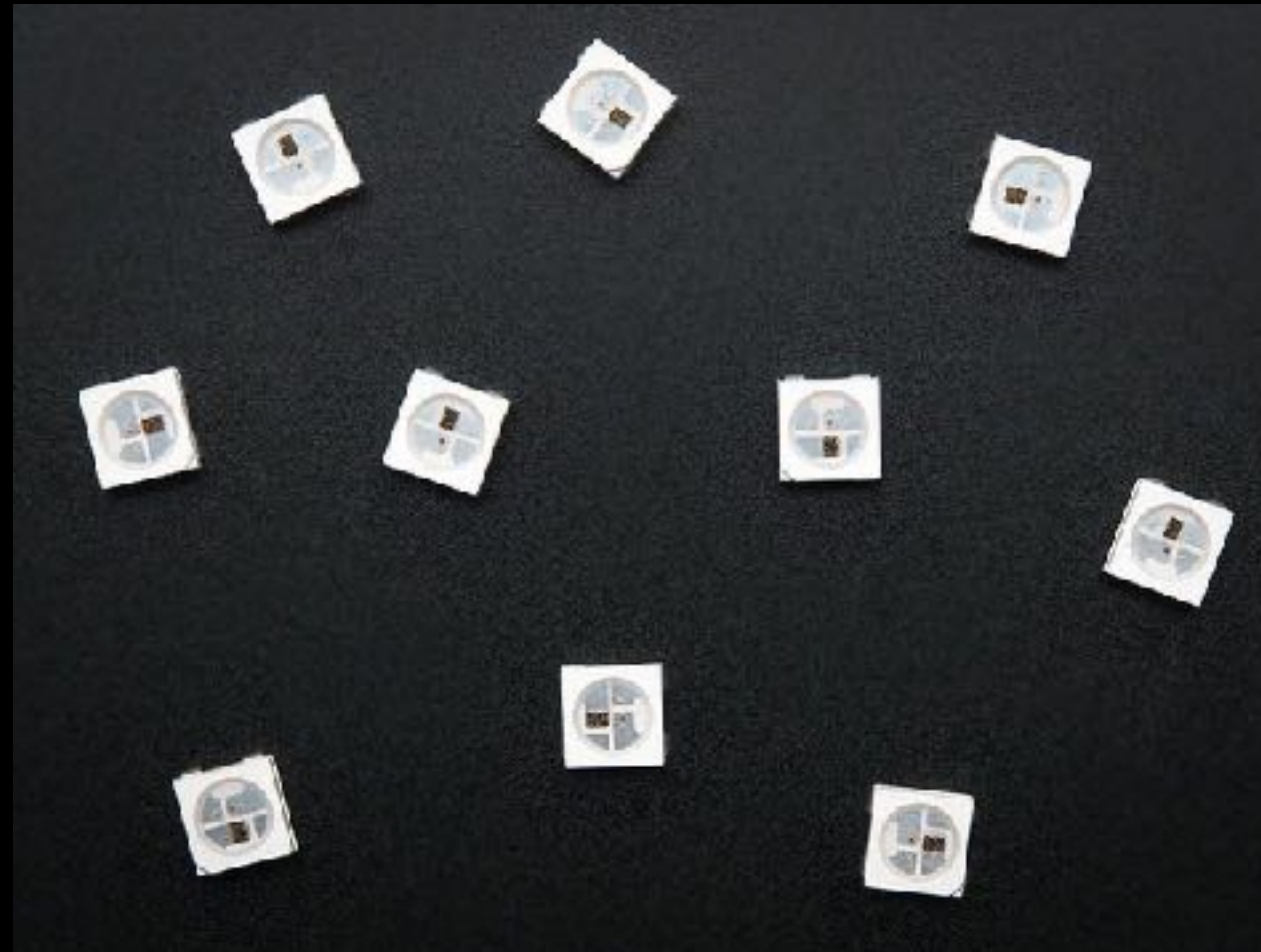
NEO_RGB

TYPES



Through-Hole

NEO_RGB



Surface Mount

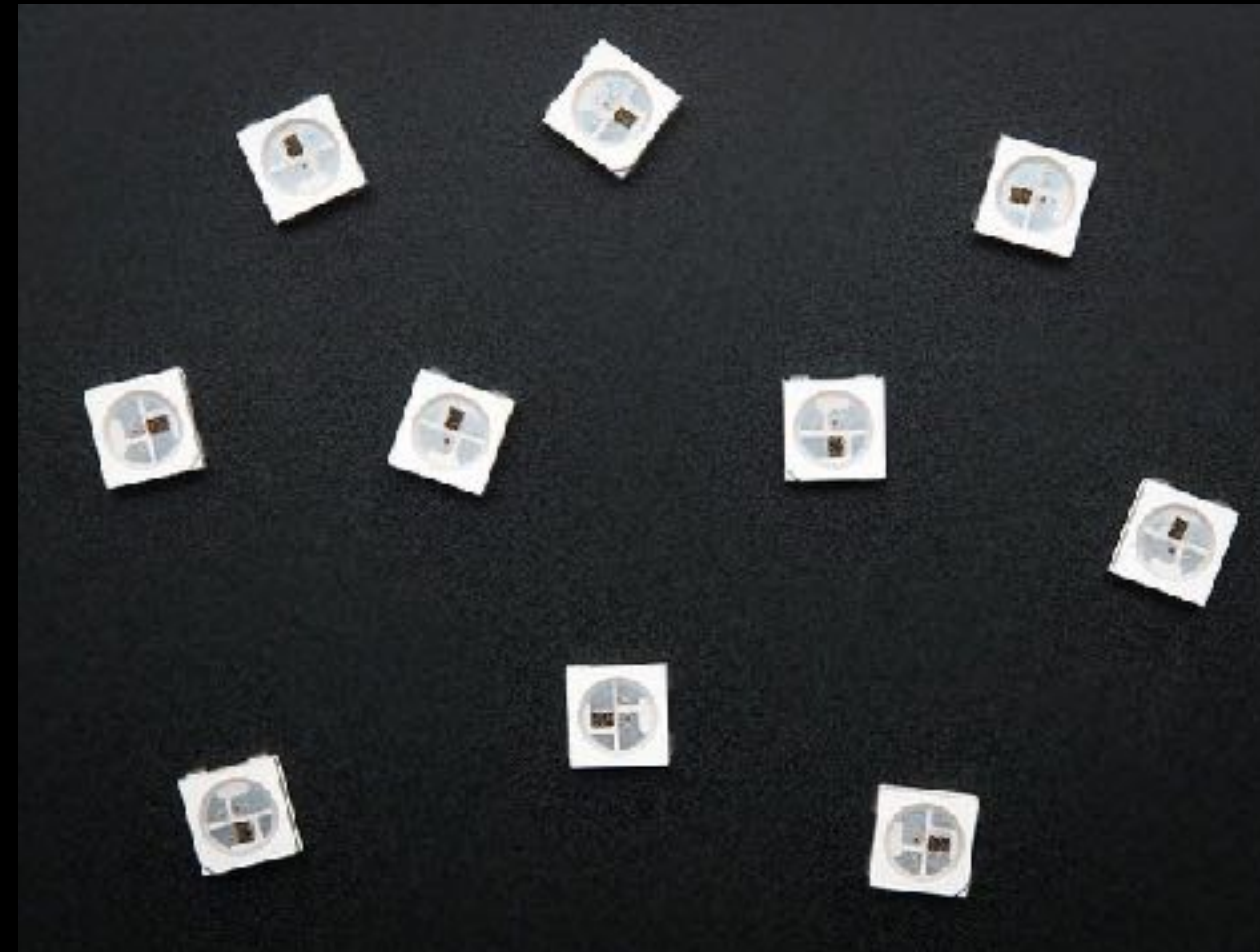
NEO_GRB

TYPES



Through-Hole

NEO_RGB



Surface Mount

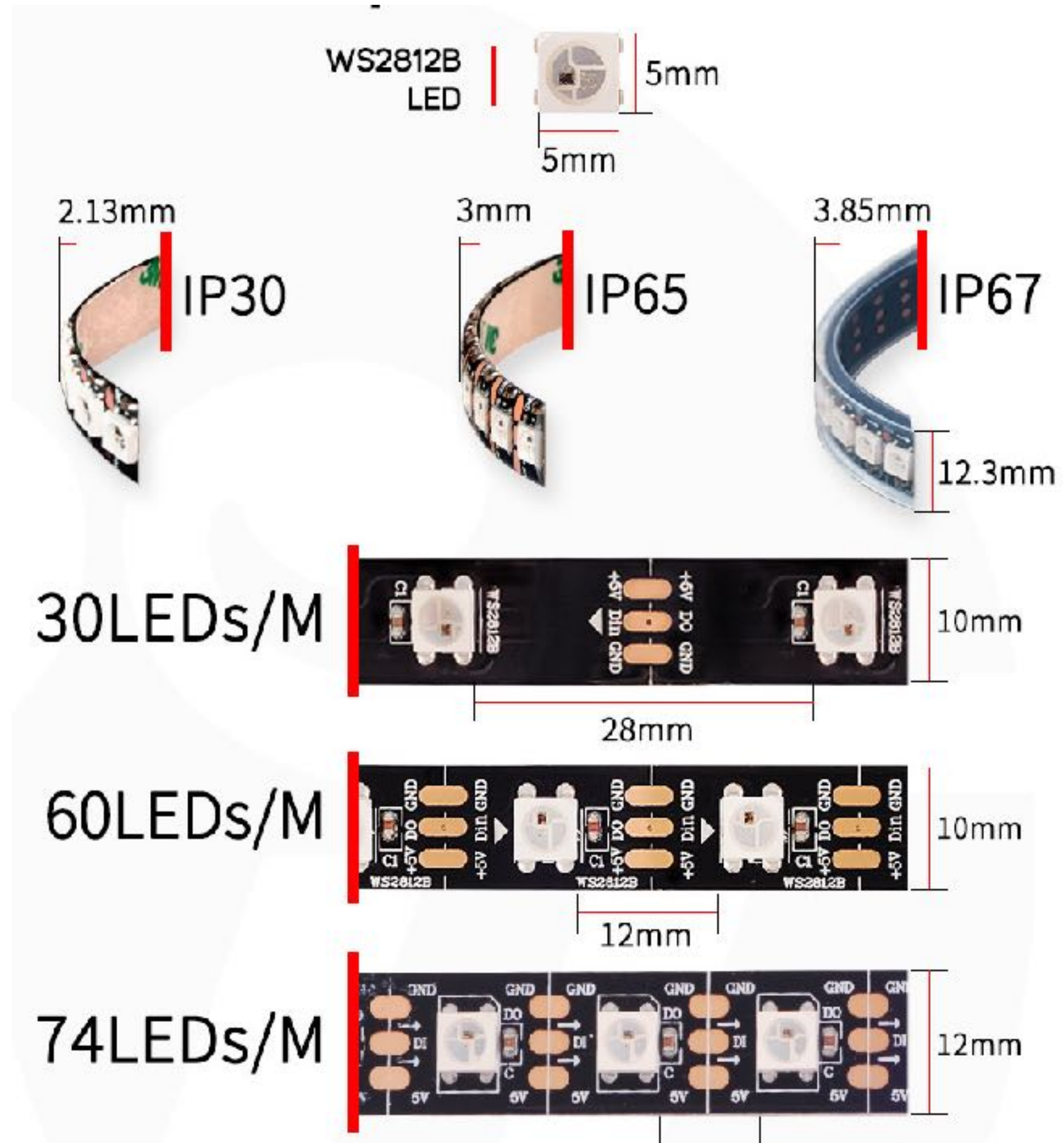
NEO_GRB



Strip

NEO_GRB

TYPES



There's principally no inherent limit in the maximum length of a chain but you'll need to add more microcontrollers to supply the memory and inject power to maintain the same brightness.

POWER REQUIREMENTS

A simple formula to calculate power consumption and current:

$I[A] = 0.036A$ (current of one GRB LED) * **number of LEDs** * **meters**

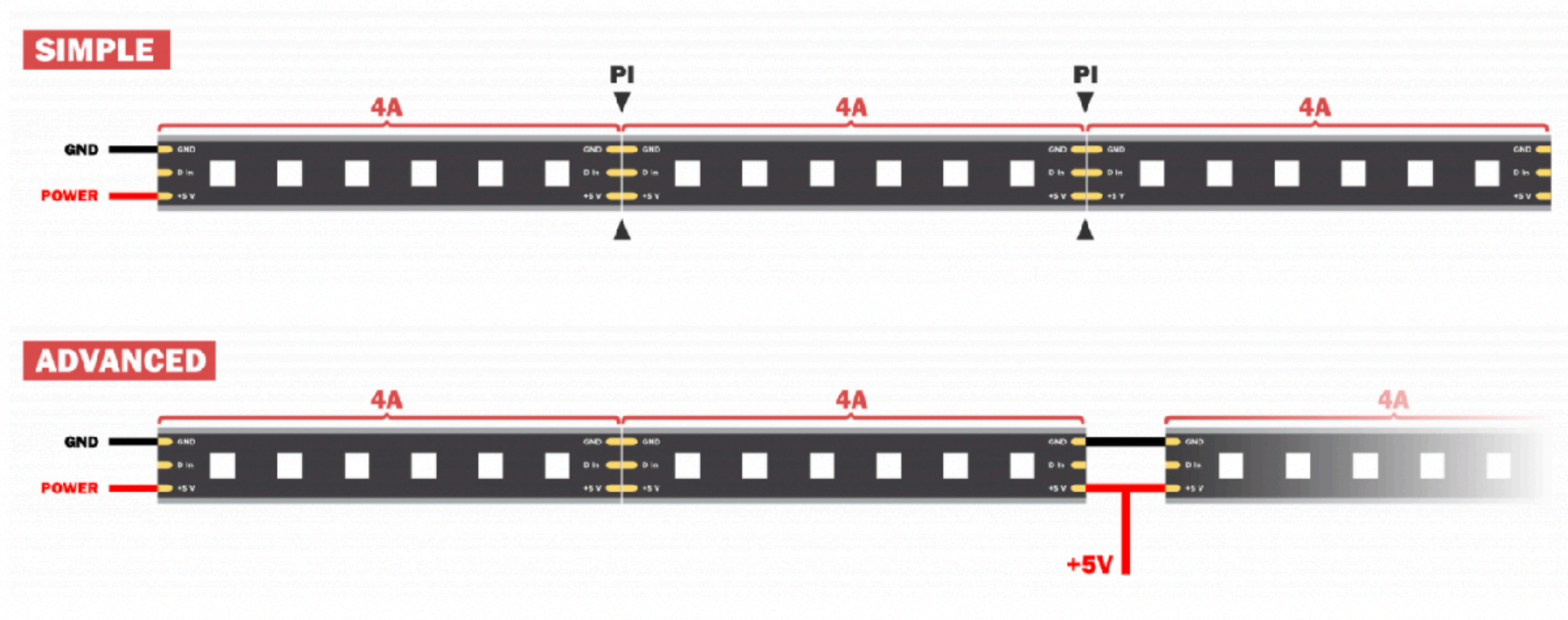
$I[A] = 0.048A$ (current of one RGB LED) * **number of LEDs** * **meters**

LED consumption can be easily calculated with this formula:

$P[W] = U[V]$ (5V in case we have 5V LED Strip) * **$I[A]$**

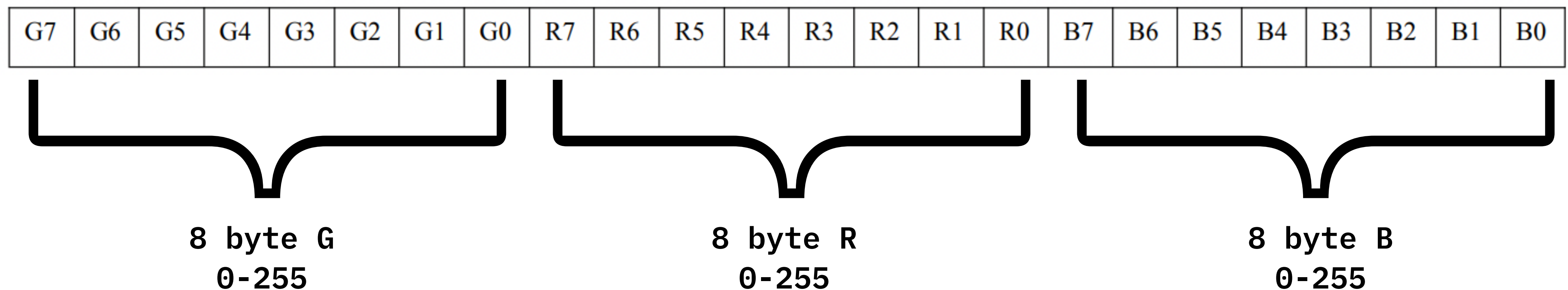
POWER INJECTION

After a certain length the pixels are getting less bright. In order to avoid it, there is a method called **power injection**, where a new power supply is added after each $\approx 4A$ of drawn current to output 100% brightness.



COLOR DATA

When Neopixels receive data from microcontroller, each pixel collects **24bit** of data that is composed of **3 bytes** of color, with the most-significant bit first.



$$256^3 = 16777216 \text{ colors per pixel}$$

MEMORY REQUIREMENTS

AVR-BASED ARDUINO

Flash (program space) : 32k bytes (of which 0.5k is used for the bootloader)

Where the Arduino sketch is stored.

SRAM (static random access memory) : 2k bytes

Where the sketch creates and manipulates variables during runtime.

EEPROM 1k byte

Used to store long-term information

Each NeoPixel requires about 3 bytes of RAM. This means that you will need to add another Arduino after ≈ 600 LEDs ($\approx 10m$)

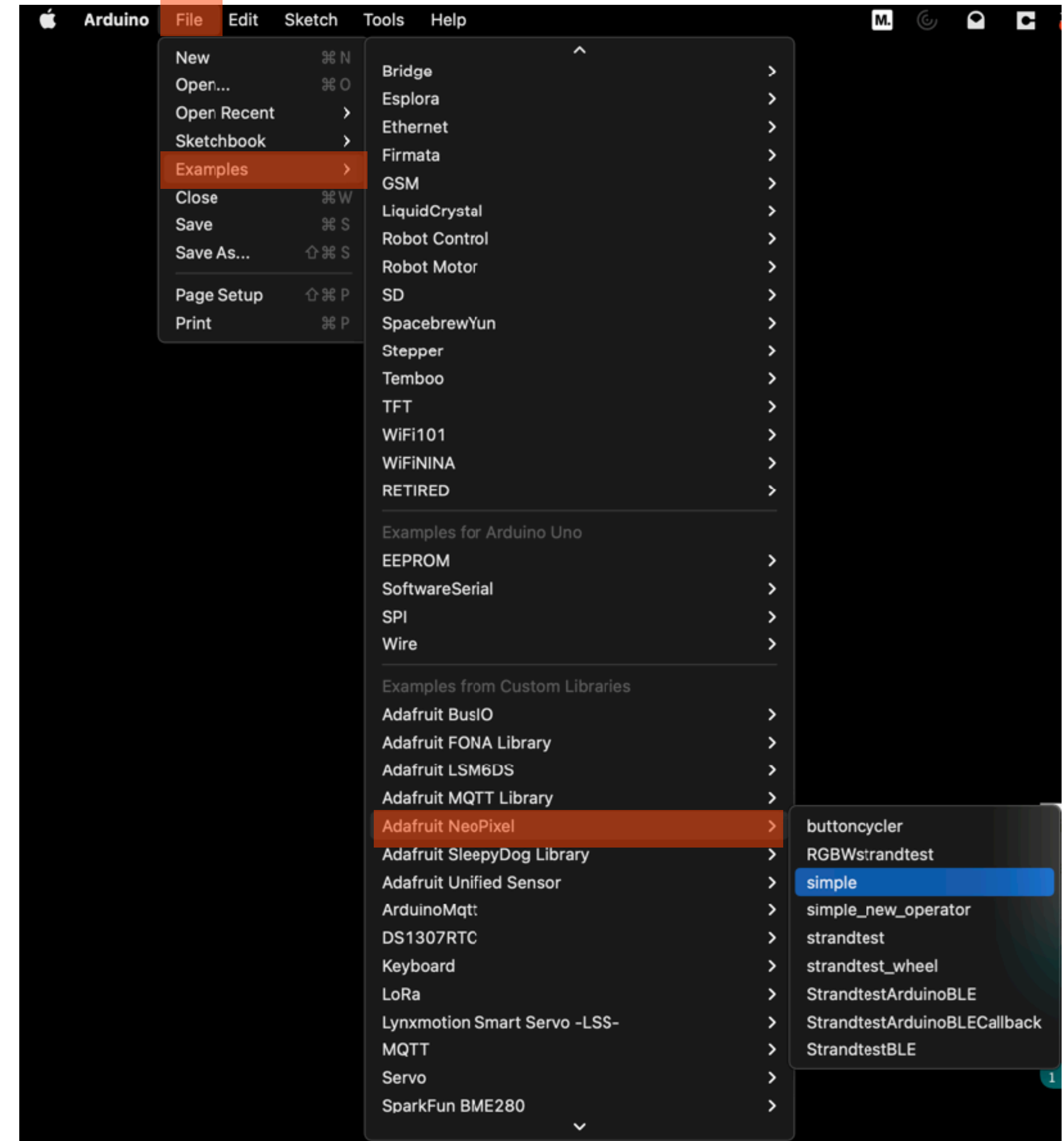
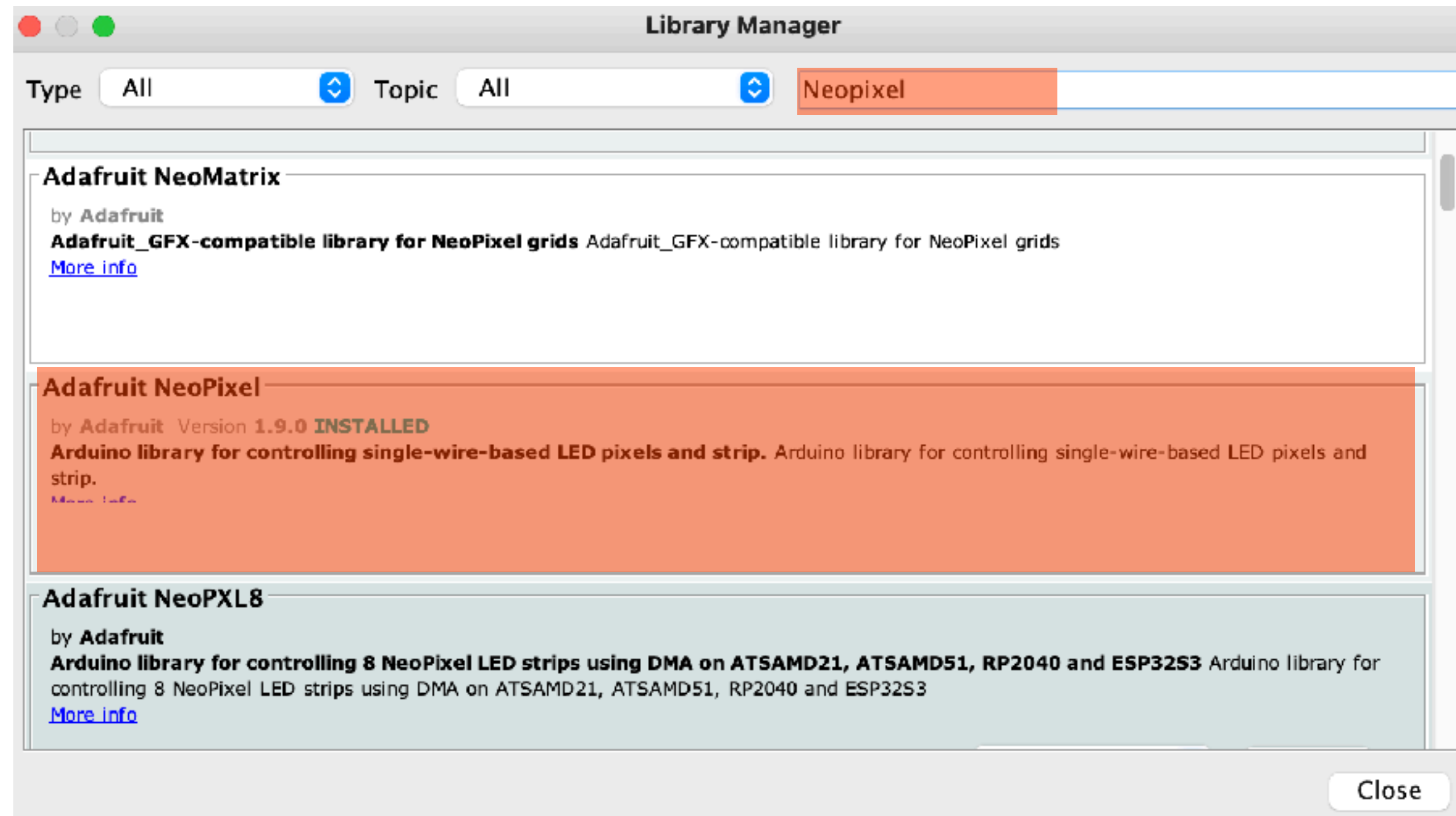
EXERCISE 1 (10min)

Calculate the power consumption and current needed to power up:

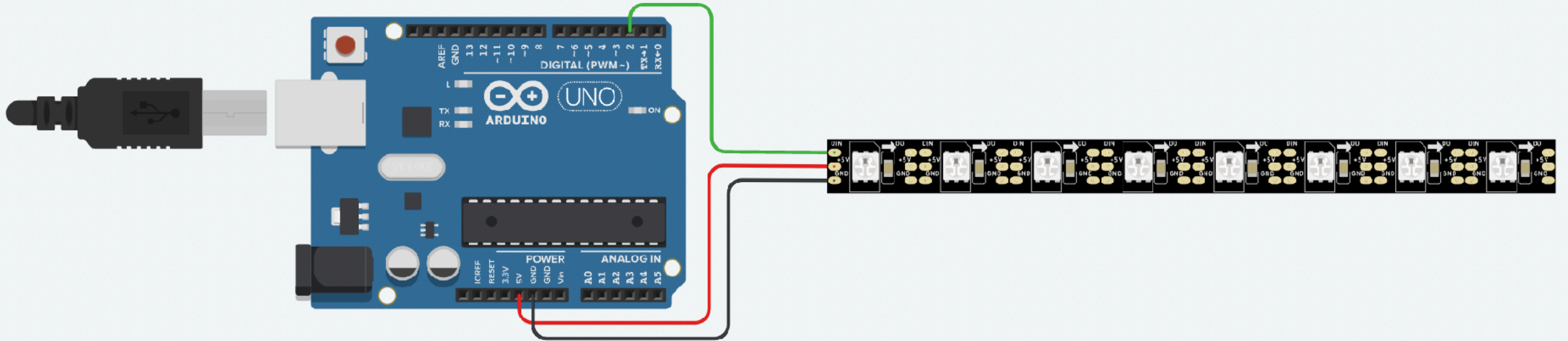
15m WS2812 strip with 60 LEDs/1m.

5m WS2812 strip with 30 LEDs/1m.

WIRING



WIRING (10 Min)



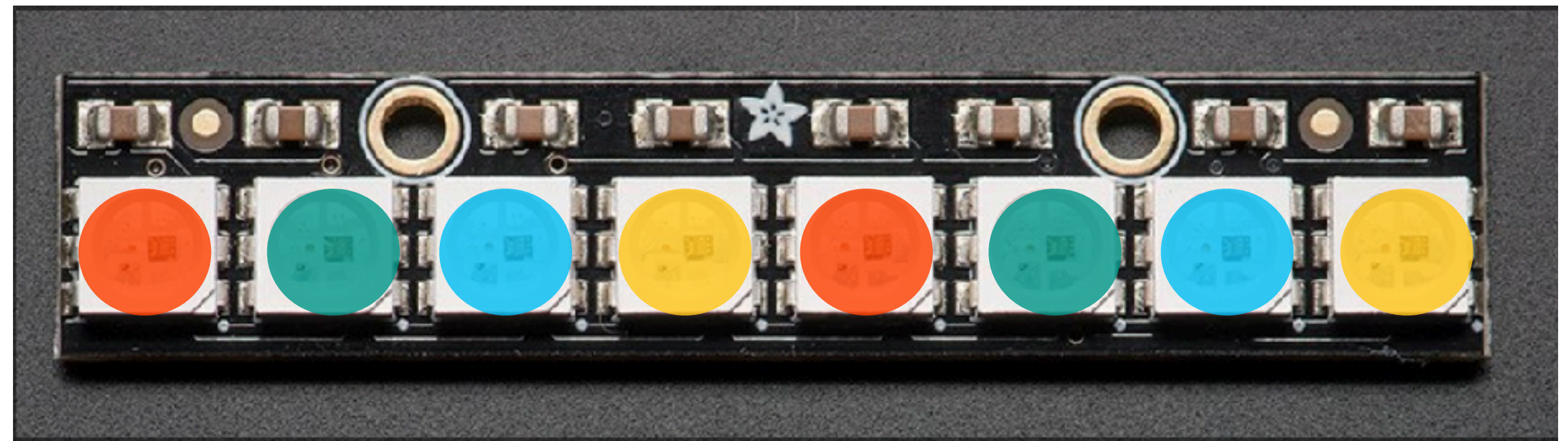
WIRING

- **Do not connect to a live circuit!**
- Use a resistor between 300 and 500 Ω (at 5V)
- Add a capacitor before connecting to a stronger power source
- Minimise the distance between the first pixel and Arduino for a better signal
- When using external power source apply power to the pixels before applying power to the microcontroller.

EXERCISE 2 (30min)

Write a code that will make every fourth LED blink in the same color every 500ms:

LED 0 and 4 : RED
LED 1 and 5 : GREEN
LED 2 and 6 : BLUE
LED 3 and 7 : YELLOW



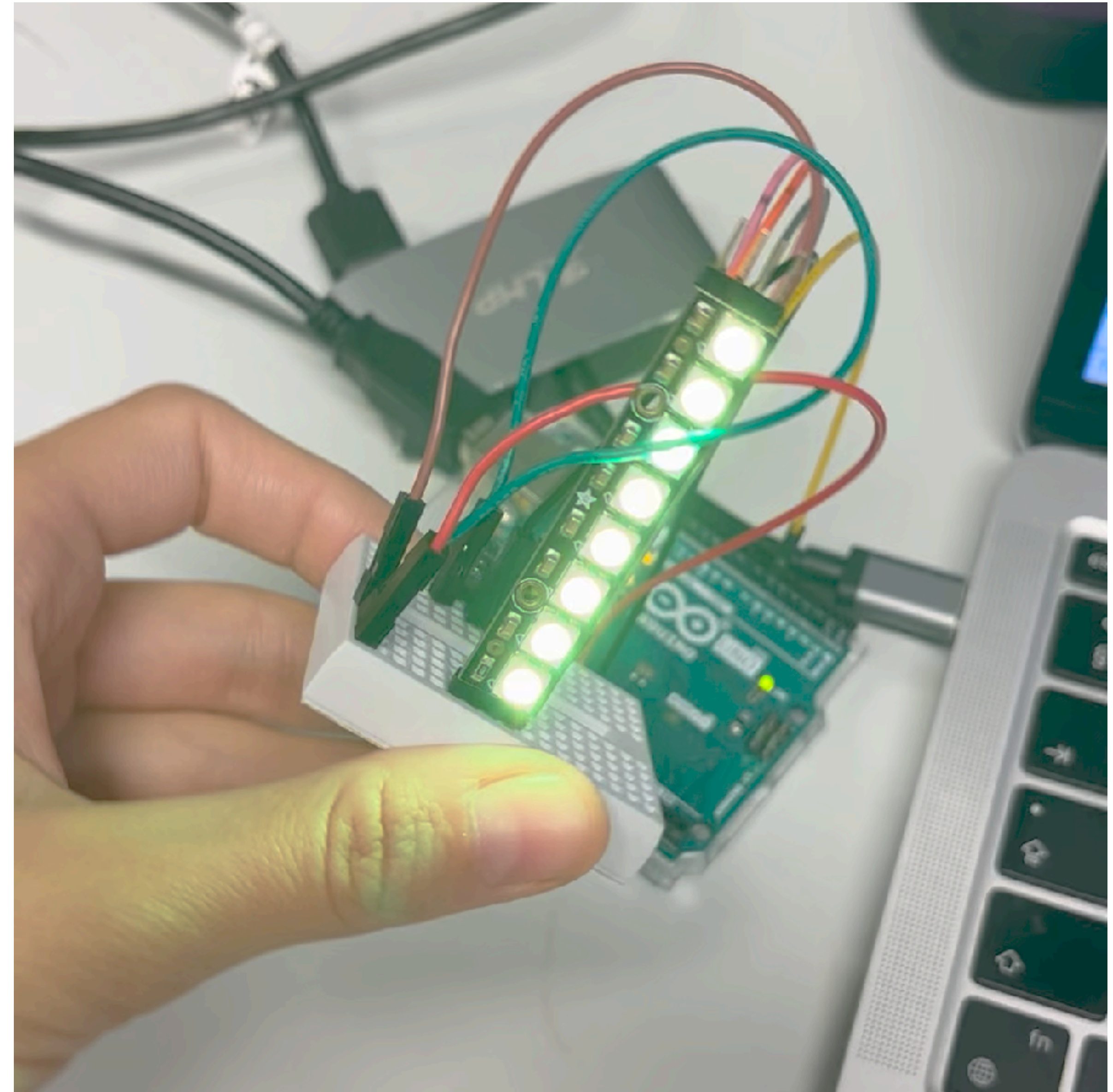
TIP: USE MODULO FUNCTION

EXERCISE 3 (30min)

Connect NeoPixel and a distance/
accelerometer sensor to control the
LEDs.

For TOF: the closer an object is to the
sensor, the more pixels turn on.

For IMU: choose one axis to change the
colours.



Homework

Beginner: Using a button, make the LEDs turn on and off. Using a potentiometer change the colours.

Advanced: Change the behaviour of the buttons by making it turning the LEDs one by one. After 8 clicks start over again.