

Project 10T

Luminus



Team Marie²

Marie GUMB Marie-Léonie SERIZOT

Team Marie²



- Conception, Front and Back

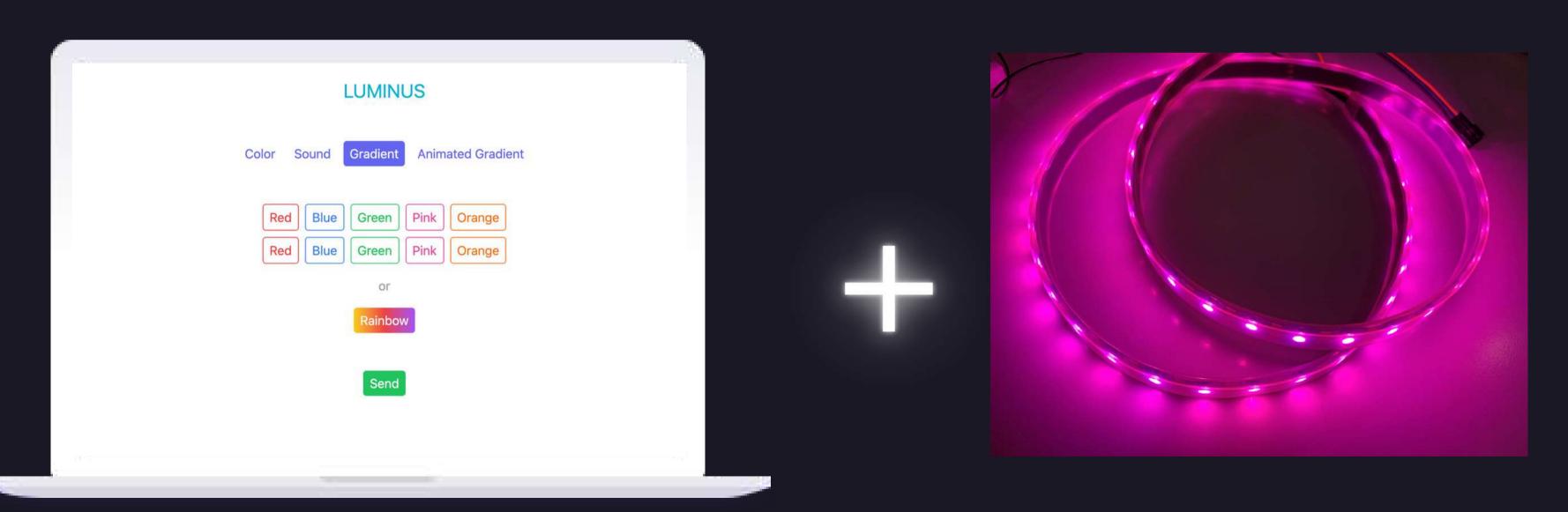


- Hardware, Conception, Assembly

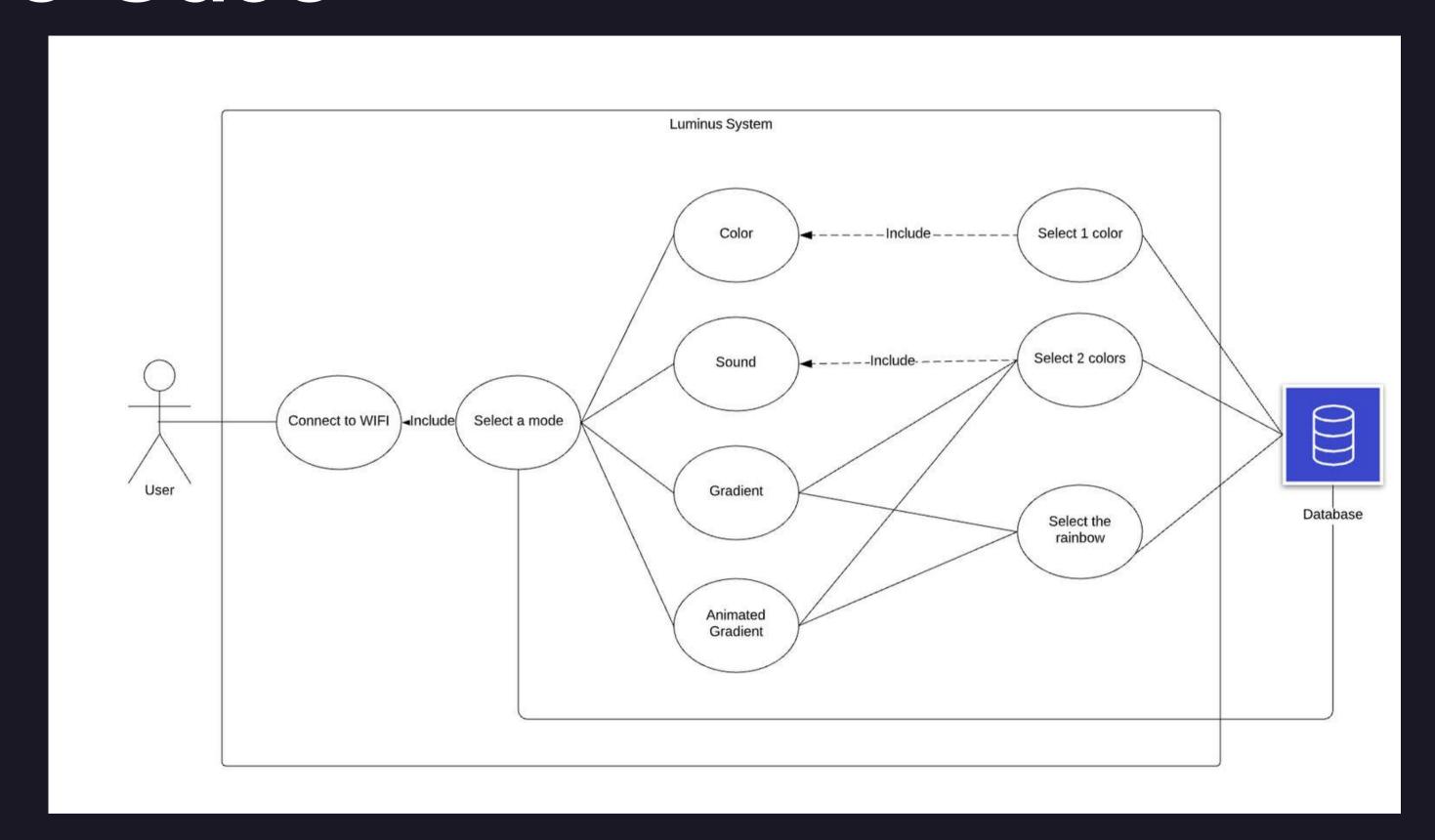


What is our project?

- Create a programs for RGB LED: Color | Sound | Gradient | Animated Gradient.
- Let the user choose light programs on our interface.



Use Case



State of arts

Philips Hue:

The philips hue led strip is directly connected to the HDMI stream, which allows it to react according to the colors on the screen.



Challenge & motivation

Motivation

- Connected leds for our own home: when we're partying, or just to create an atmosphere
- Create something that everyone could use and enjoy

Challenge

- Create a usefulinterface
- Use a database
- Code in arduino a lot of methods



Components

• ESP32 (1)



• Screen OLED ssd1306 (1)



• RGB Led Neopixel (1)



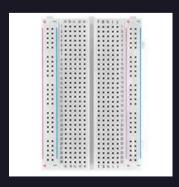
• Wires (12)



• Sound Sensor (1)



• Breadboard (1)



Structure

HTTP request (GET)





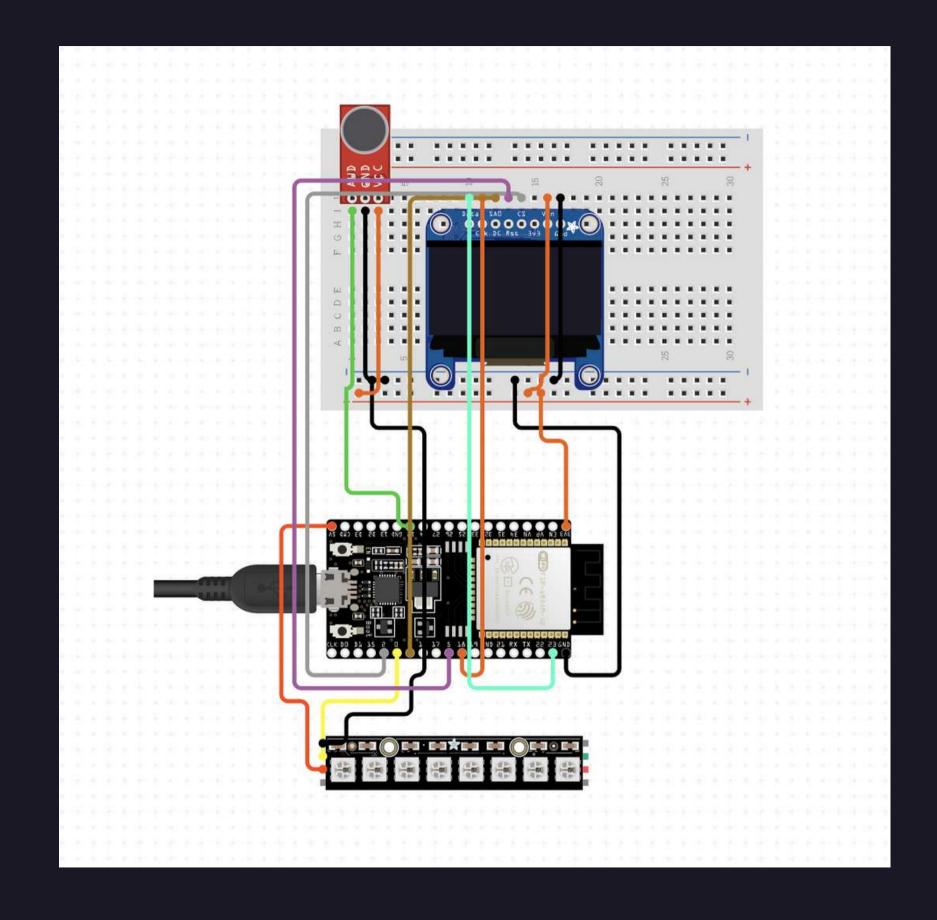
Firebase





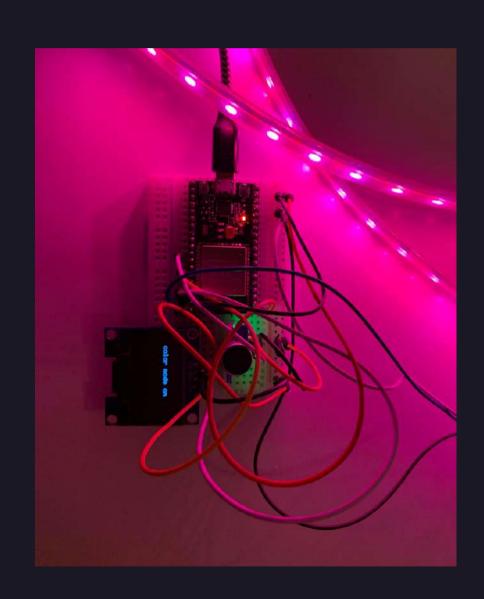


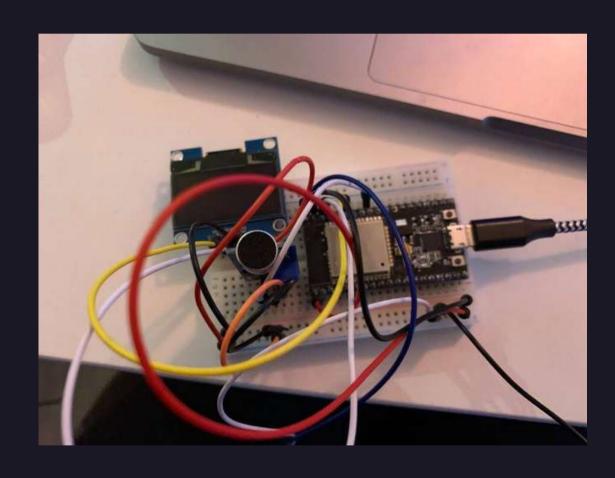
Connection

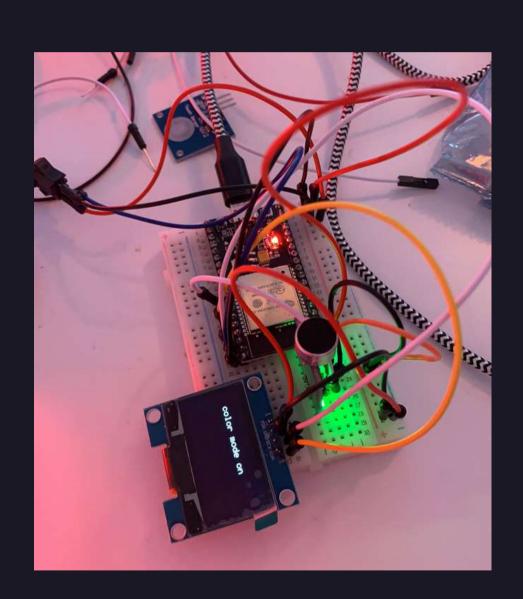




Connection







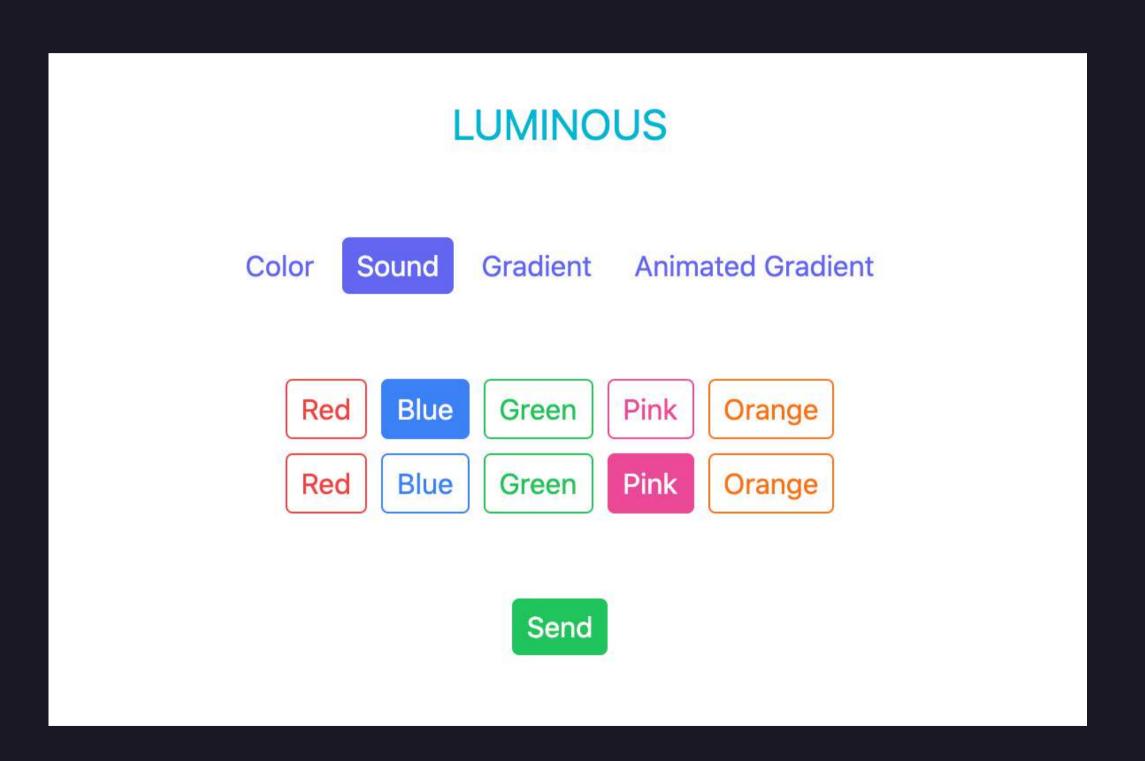
User interface

We use:

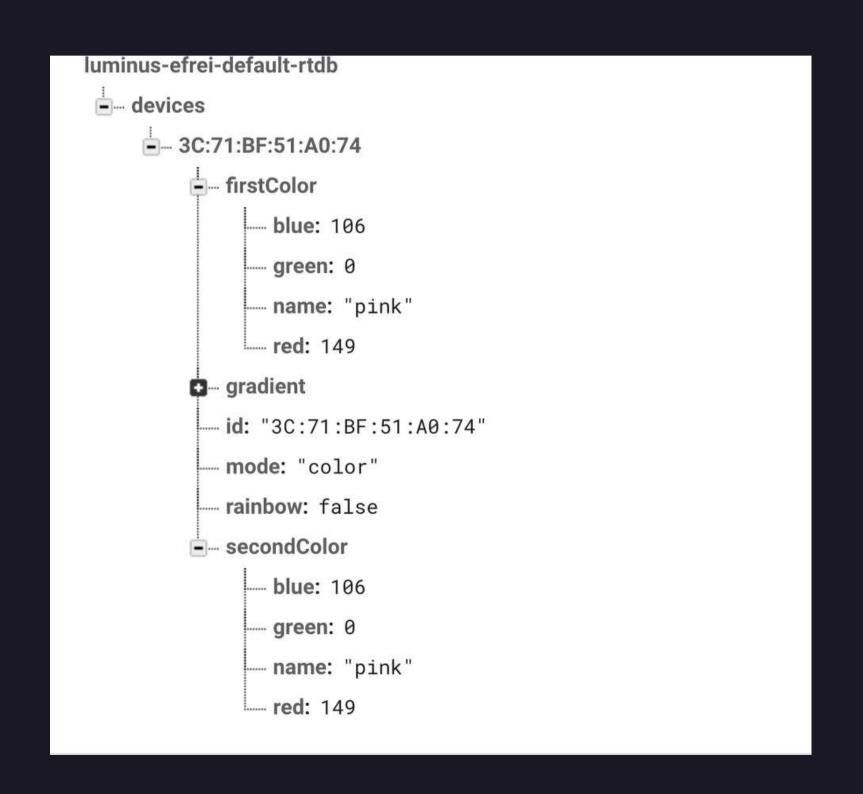
- VueJs
- Tailwind
- Realtime Database of firebase

The user can choose:

- Mode
- Colors



The Database



Code

<u>Some library:</u>

```
Adafruit_Neopixel (led)
Json
HttpClient (request http)
Adafruit_SH1106 (oled screen)
```

```
void loop(){
     if (millis() - previousTime >= 5*1000UL){ // toute les 5s
       previousTime = millis();
       fetchDeviceState();
    String selectedMode = JSON.stringify(deviceState["mode"]);
    selectedMode.replace("\"", "");
    if(selectedMode.equals("color")){
        displayLog("color mode on");
        setColor();
        delay(50);
    } else if(selectedMode.equals("sound")){
        displayLog("sound mode on");
        soundMode();
        delay(50);
    } else if(selectedMode.equals("gradient")){
        displayLog("gradient mode on");
        gradientMode();
        delay(50);
    } else if(selectedMode.equals("animated-gradient")){
        displayLog("animated gradient mode on");
        animatedGradientMode();
    } else {
        displayLog("no mode recognized");
```

Code

```
void animatedGradientMode(){
    JSONVar color = deviceState["gradient"];

Serial.println(color[0]);

for(int i = 0; i < NUMPIXELS; i++) {
    int r = (int) color[i][0];
    int g = (int) color[i][1];
    int b = (int) color[i][2];
    int numPixel = (i + decalage) % NUMPIXELS;
    pixels.setPixelColor(numPixel, pixels.Color(r, g, b));
}
decalage ++;
pixels.show();
}</pre>
```

```
void gradientMode(){
    JSONVar color = deviceState["gradient"];

    Serial.println(color[0]);

    for(int i = 0; i < NUMPIXELS; i++) {
        int r = (int) color[i][0];
        int g = (int) color[i][1];
        int b = (int) color[i][2];
        pixels.setPixelColor(i, pixels.Color(r, g, b));
        delay(10);
    }
    decalage ++;
    pixels.show();
}</pre>
```

Difficulties

- Initially we wanted to make another mode using a light sensor, but we couldn't solder it and therefore use it.

- Coding in arduino limits the possibilities for database queries: with python we could connect in real time to the database and not request every x seconds.

What can be improved

- A better sound sensor to better reacting music (with bass and treble or frequencies)

- Create a case to hide hardware

- Add more functionalities

THANKYOU



