## Lesson 3: Conductive Ink as a Sensor

#### Sensing

Using conductive materials for touch sensitivity.

### Introduction to Arduino

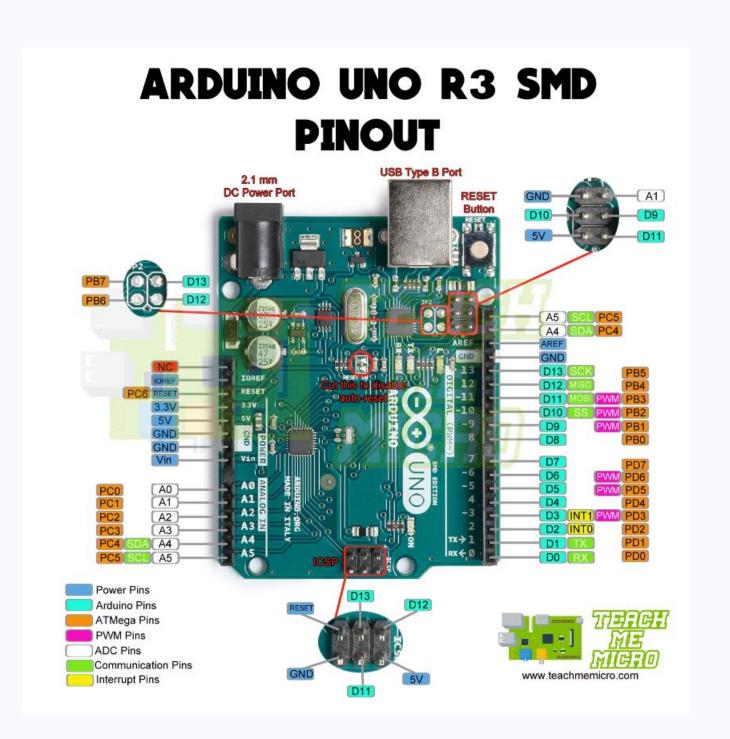
Arduino is an open-source electronics platform based on easy-to-use hardware and software. It is designed to make the process of creating interactive projects more accessible to artists, designers, hobbyists, and anyone interested in creating interactive objects or environments.

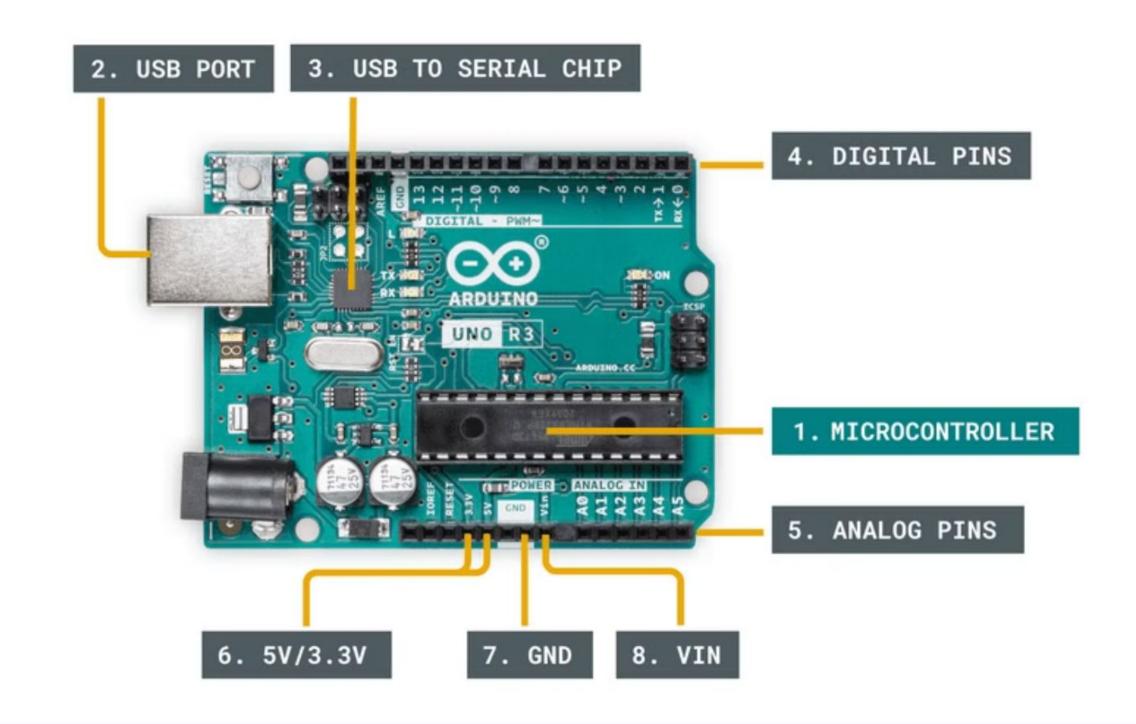


### Arduino Uno R3

The Arduino Uno R<sub>3</sub> is our microcontroller of choice for the inkstrument project because of its reliability and extensive community support. This board features an ATmega<sub>328</sub>P microprocessor with:

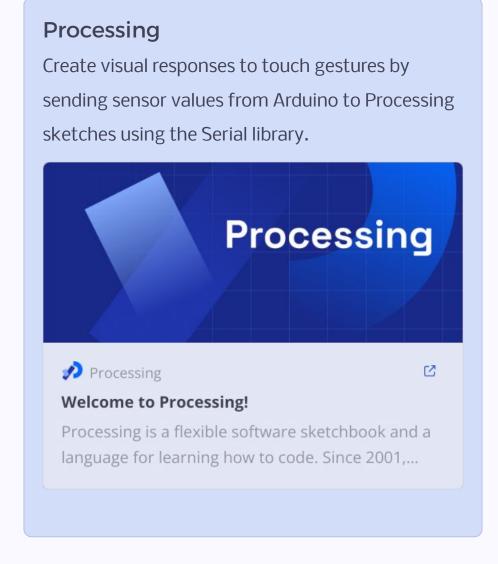
- 14 digital input/output pins (6 can be used as PWM outputs)
- 6 analog inputs for reading our conductive ink sensors
- USB connection for programming and serial communication

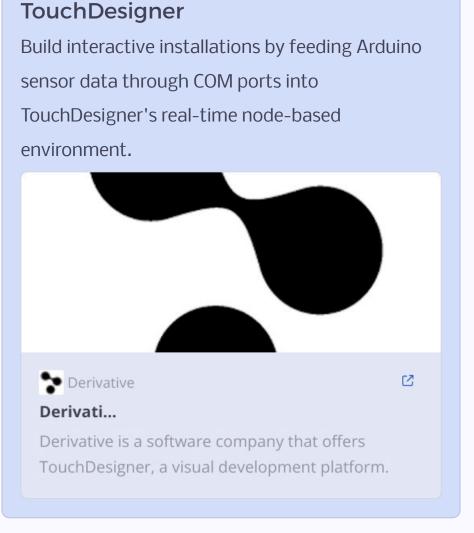


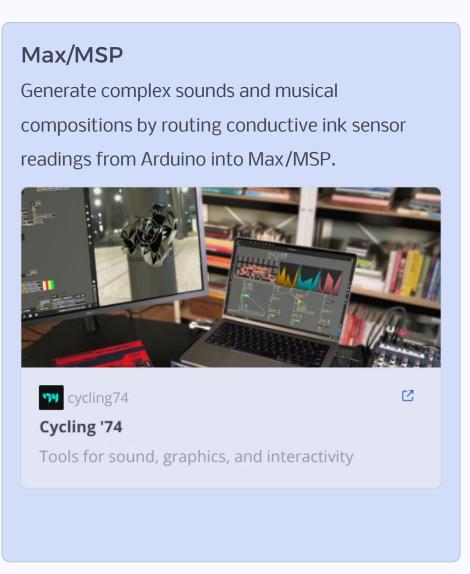


# Serial Communication: Connecting Arduino with Creative Software

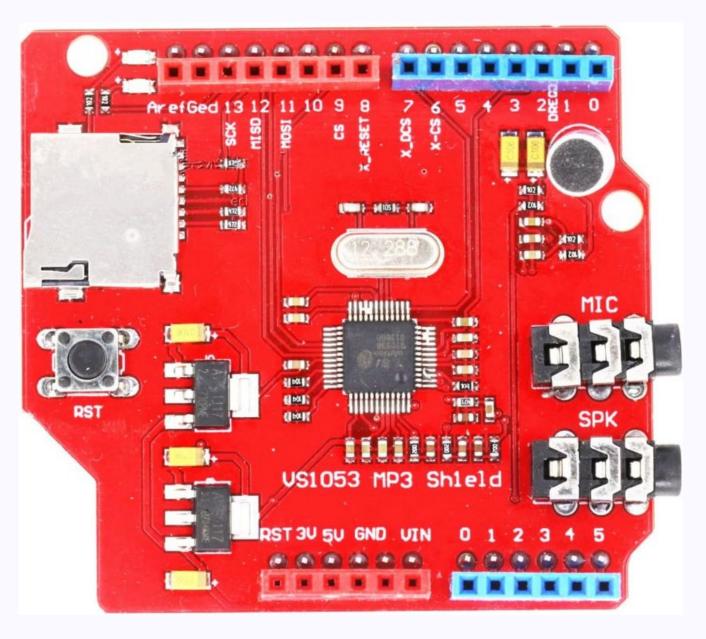
Arduino can seamlessly exchange data with creative coding platforms through serial communication protocols (RS-232, SPI, USB, CAN, I2C, and Modbus). This connectivity enables our conductive ink sensors to control sound, visuals, and interactive experiences in software below:







### VS1053 MP3 Shield



The VS1053 is a versatile audio codec that's perfect for creating interactive music with conductive ink instruments.

This shield enables Arduino to play MP3, WAV, MIDI, and OGG files, making it ideal for responsive sound installations.

the VS1053 translates capacitive touch inputs into dynamic sound output, creating an intuitive musical interface.

With a microSD card slot (up to 32GB), it can store and trigger complex soundscapes based on different touch gestures.

The 3.5mm audio jack and optional speaker terminals deliver high-quality stereo sound with minimal additional components.

The VS1053 audio codec breakout board

# Touch key USB



The Touch Key USB shield is an Arduino-compatible expansion board that transforms conductive surfaces into touch-sensitive inputs via capacitive sensing. This shield connects directly to our Arduino Uno R3, providing up to 16 touch-sensitive channels without requiring physical buttons. It's ideal for our conductive ink projects as it can detect touch through paper, plastic, or fabric coated with conductive ink, allowing us to create custom interactive interfaces that trigger sounds or control parameters in our electronic instruments.



### Introduction to

The emins

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Invented in 1920 by Russian physicist Léon Theremin, it was one of the earliest electronic instruments.

#### Principle

The theremin is controlled by hand gestures without physical contact, using antenna that sense the position of the player's hands.

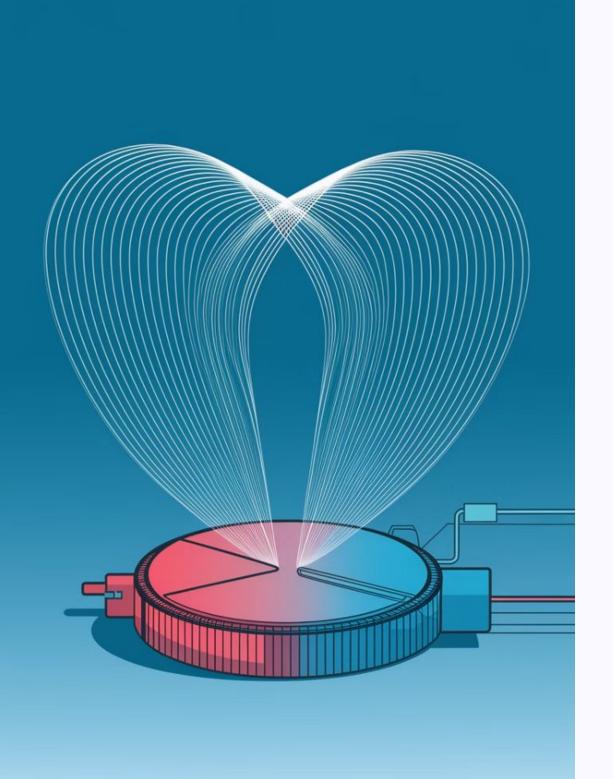
#### **Demonstration**

Let's listen to the unique, ethereal sound of a theremin and see how hand movements affect the pitch and

volume.

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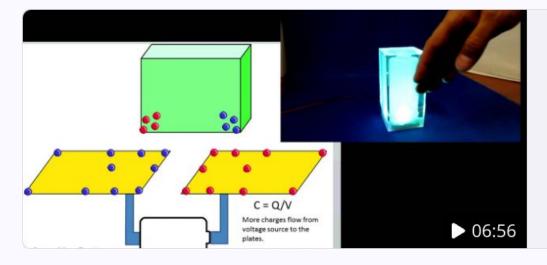


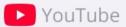


# Capacitive Sensing Basics

- 1 How it Works
  Detects changes in
  electrical capacitance.
- 2 Applications
  Touchscreens, proximity
  sensors, and more.
- Sensitivity

  Affected by sensor size and design.





#### Capacitive sensor, Theory, application and design

This video explains the physics behind the surface capacitive sensors, with numerical results supporting the theory. A video for the projected capacitive senso...

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