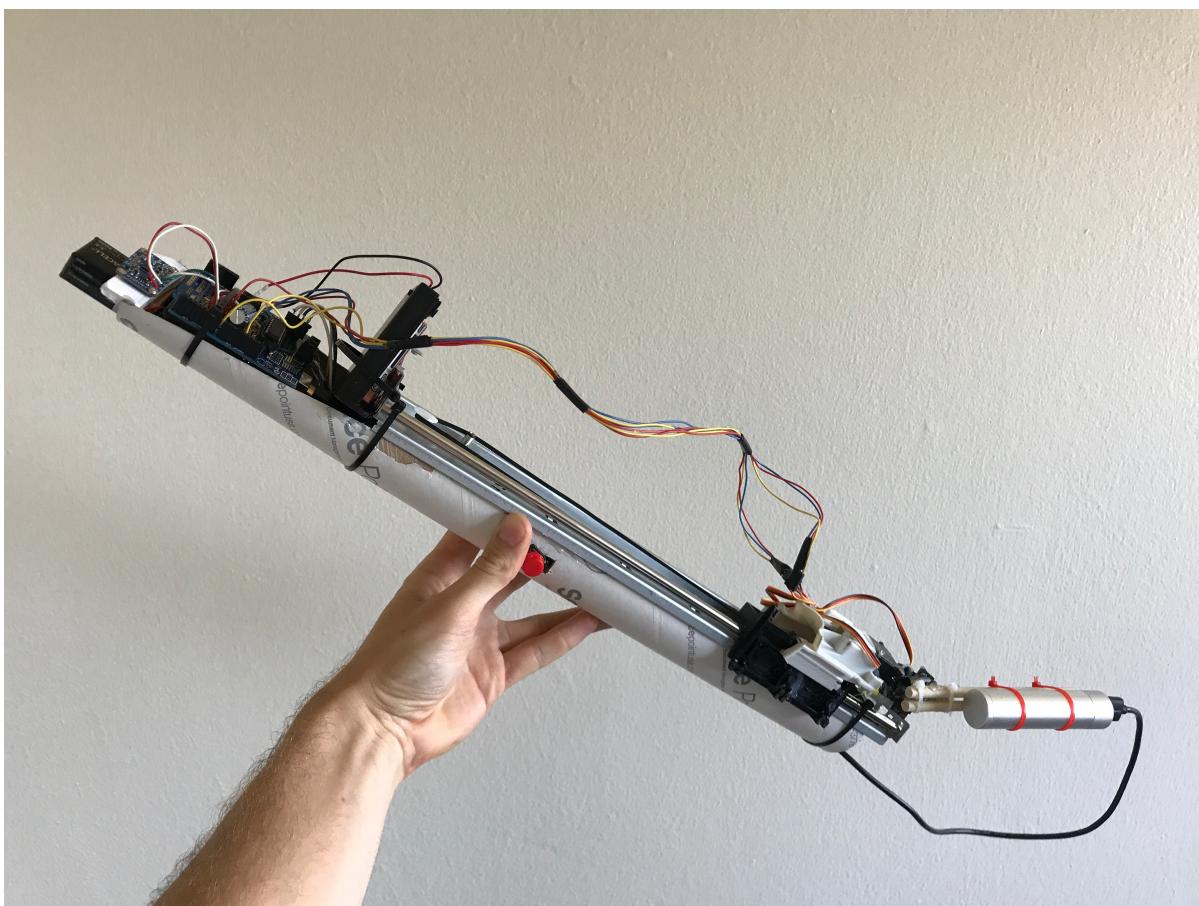


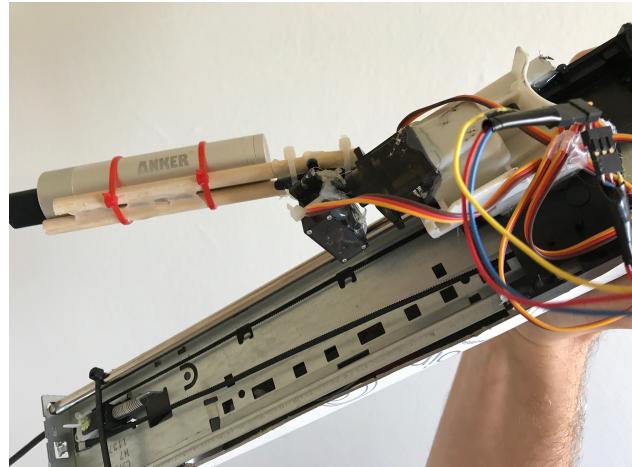
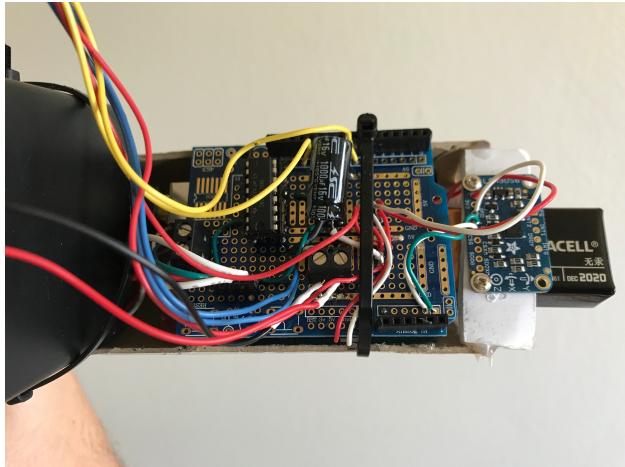
Gravity Pen

Jon Simmons

The Gravity Pen gives substance and physical feedback to the otherwise ethereal world of Virtual Reality. By manipulating a weight (currently the battery), the pen's moment of inertia changes, which can create the sensation that a virtual object is actually hanging off the tip of the pen. In order to ensure that the sensation does not change when the pen is held vertically (when the moment of inertia would be the same whether the weight is extended or retracted), the weight is maintained level to the ground.

The weight is extended on a printer track, using a stepper motor. In order to maintain the weight's level, a 9 DOF sensor, which includes an accelerometer, gyroscope, and magnetometer, constantly monitors the pen's pitch, roll, and yaw. This data is fed to two servo motors, which correspondingly react to the pen's movements and keep the weight level.





Parts list:

- 9 DOF Sensor - Adafruit LSM9DS0: includes an accelerometer, gyroscope, and magnetometer, which collect raw data about the pen's movement and location in space
- 2 Servo Motors - Tower Pro MG90S Micro Servos: These are high-torque, miniature servos with metal gears. They are strong enough to hold the weight consistently without excessive strain, and the metal gearing stands up well to the inevitable wear and tear of their function.
- 12V stepper motor
- 3000 mah, 5V Lipo battery - delivers consistent power to the Arduino board, which in turn powers the button and 9 DOF sensor
- 9V battery - powers the stepper motor
- 4AA batteries (6V total) - powers the two servo motors
- Arduino Uno

Schematic:

