

**IMCA 222**  
**Electronics for Artists**  
**Fall 2025**

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**Class is on Zoom even in the classroom  
for sharing, find the details on Moodle**

**<https://moodle.concordia.ca/>**

**Download the slides!**

**PAY YOUR FEES please**

1. Log into the Student Hub OR (<https://adsys2.concordia.ca/0FAF/pages/Default>)

# HYBRID LAB SCHEDULE

## FALL SEMESTER

TIME	MON	TUE	WED	THU	FRI
8:30		<b>IMCA 221</b> 08:30-12:30		<b>IMCA 222</b> 08:30-12:30	
9:00					
9:30					
10:00					
10:30	<b>OPEN LAB*</b> 10:30-13:00			<b>OPEN LAB*</b> 10:30-13:00	
11:00					
11:30					
12:00					
12:30					
13:00		<b>OPEN LAB*</b> 13:00-16:30		<b>IMCA 321</b> 13:30-17:30	<b>OPEN LAB*</b> 13:00-16:30
13:30	<b>IMCA 220</b> 13:30-17:30				
14:00					
14:30					
15:00					
15:30					
16:00					
16:30					
17:00					
17:30					

# Beautiful Circuit Assignment

Due September 18, 15%

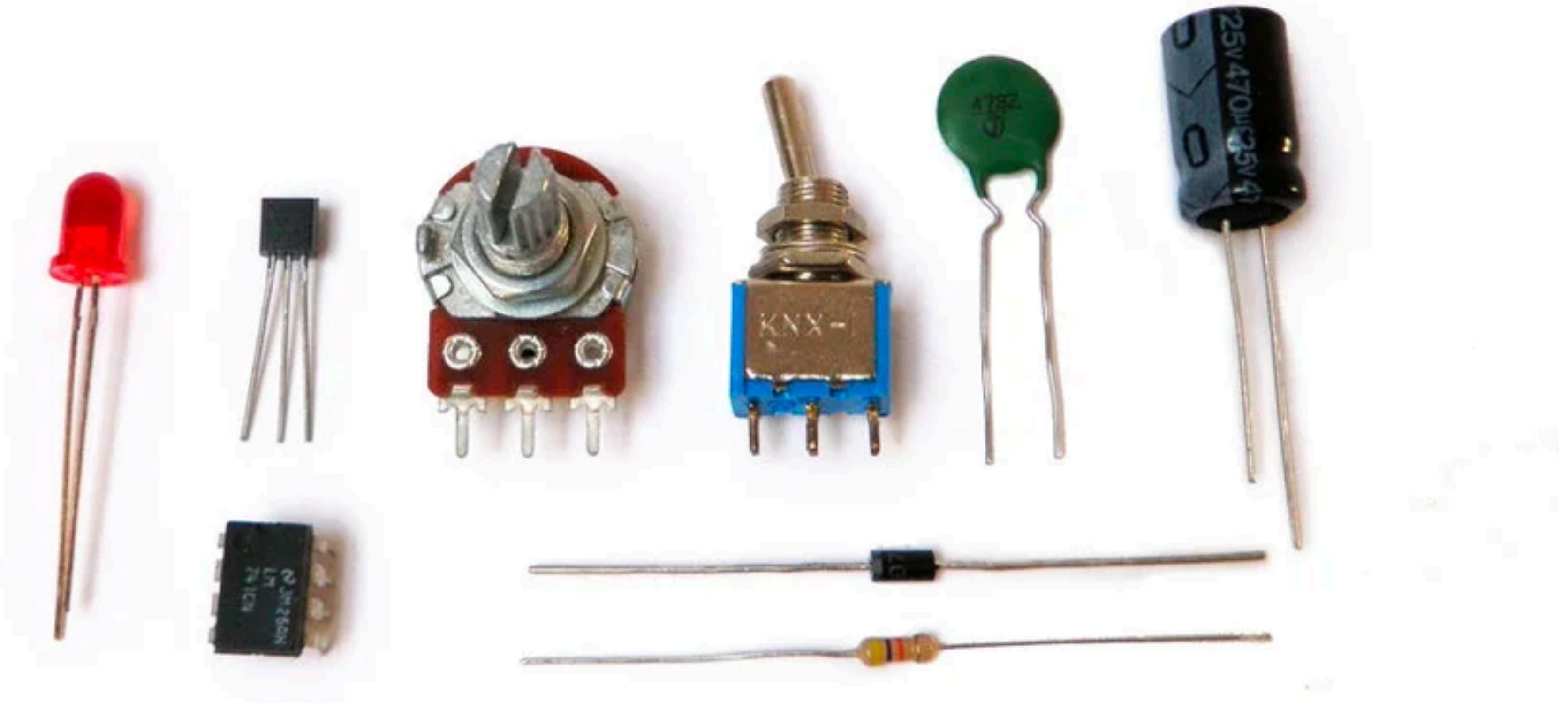
Create a functional circuit using nontraditional conductive materials (copper tape, conductive thread, aluminum foil, anything else you find etc) where the circuit is incorporated into the aesthetic design of the object. You can use LEDs, motors or buzzers, but the circuit must be visible, with attention paid to the layout and craftsmanship. You should move through at least two (possibly more) iterations of this circuit. Be sure to carefully document your process and design choices, taking photos along the way. Bring the final prototype to class and post your project documentation to the Moodle.

Documentation should include a PDF with:

- A description of the project.
- A material & parts list.
- Images of iteration and process
- A clear, strong image or images of the completed project.
- A list of all materials you tried

Your documentation should include a circuit diagram as well as a picture of your circuit.

# Kits Overview



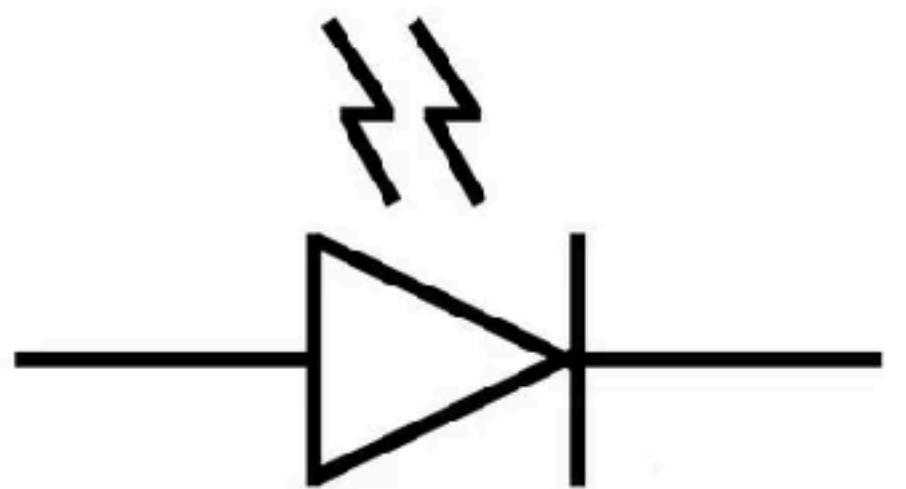


## LED

Light Emitting Diode

Polarized component

Often 1.5-3.3 volts





## Battery (volts)

CR2032 (coin cell) 3v 220 mAh

AA 1.5 v 2000 mAh

9v 400-600 mAh

# Other cool conductive materials

## demo

- Fabric
- Copper Tape
- Magnet Wire



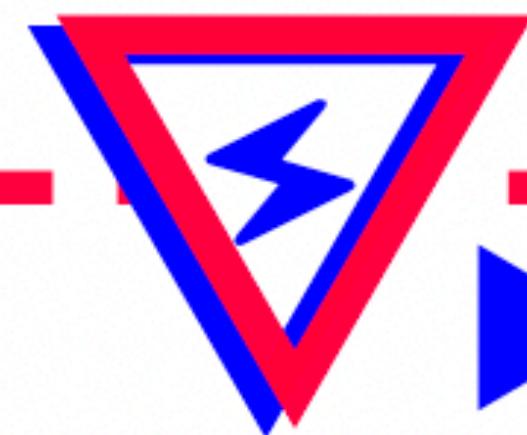
**Everything in the kit is used to help us control the flow of electricity.**

**Electricity can react with different materials, producing light, vibrations, sound, magnetism or other phenonmon! Thats what we call electronics!**

# watt is power?

**Voltage** is the amount of energy, and **amperage** how fast it is flowing.

Therefore, we can calculate **wattage** as the change in voltage over time.



**power = how much x how fast**

**wattage = voltage x amperage**

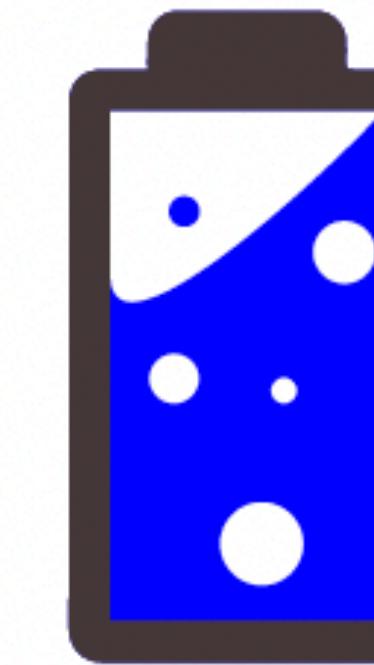
**Wattage is current moving through the circuit over time at a particular strength (voltage)**

When you plug something into the wall, it uses energy by converting into another form, for example like heat from a kettle. In this case, wattage is the amount of electrical energy converted into heat over time.

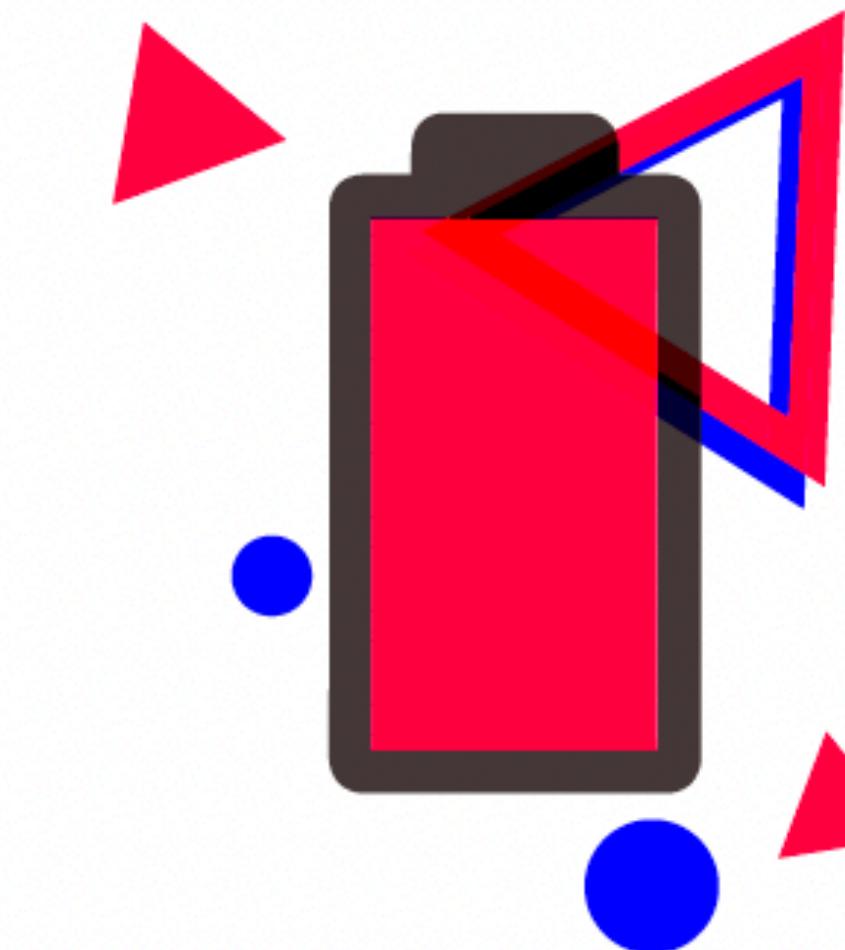
**10 watts is:**

1 volt at 10 amps  
10 volt at 1 amp  
2 volt at 5 amps  
5 volt at 2 amps

The reason a battery has a certain amount of **voltage** is because there is a chemical combination that has the potential to supply a certain amount of **potential energy** measured in volts.



Filled with potential energy, a battery just wants to reach its lowest energy state. We can take advantage of this by attaching a circuit that does something useful while the battery gets rid of its energy. A battery discharges completely when the reaction inside the chemistry is done, achieving a natural state. A dead battery :(





# we must resist the flow!

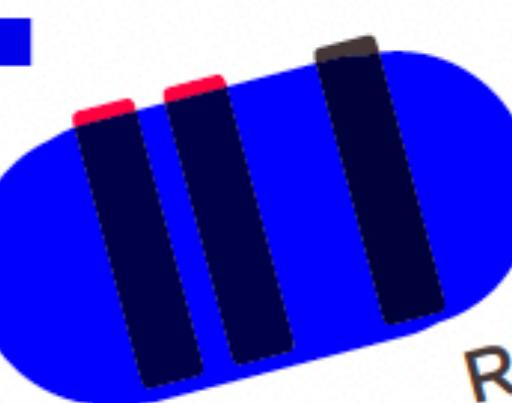
resistance  
is measured in  
ohms  
 $\Omega$

- If we connected a battery's terminals together with a magical, non-existent material that lets energy flow freely, it will discharge at an infinite rate into itself! But that's impossible because *everything* has some **resistance** - a property that slows or stops the flow of current.



## That's a short circuit!

The more resistance in a circuit, the slower the flow of electricity (current). With a very high resistance, a battery will last longer! A battery has an "amp hour" rating, which is how many amps per hour it can supply - or how much the current can flow before it's depleted. A wall power supply has an amp rating, or how much current it can tolerate at a sustained rate, since it won't be depleted like a battery.

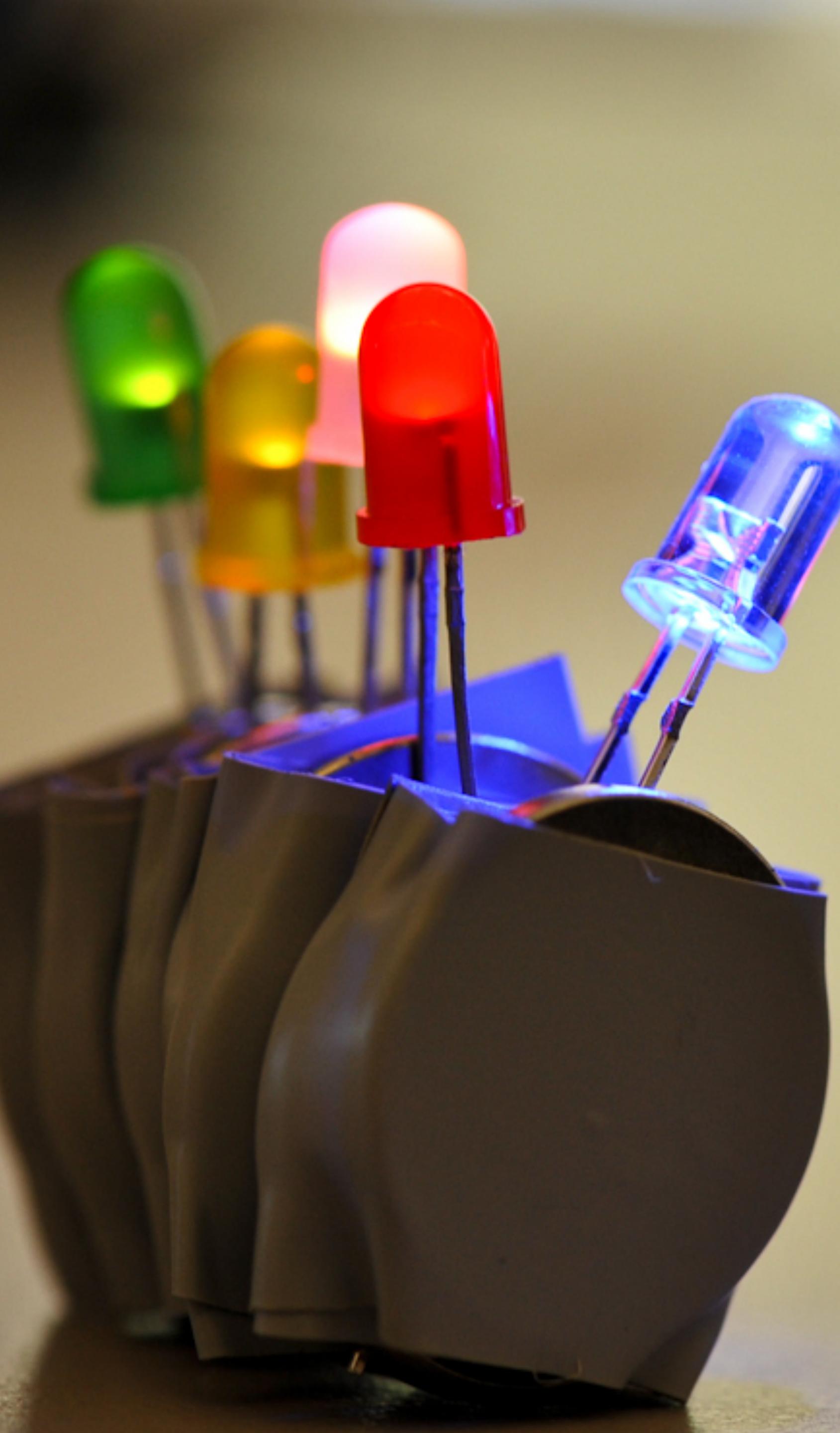


Resistors create a fixed resistance, but every component in a circuit also has some resistance!

Current in small circuits are often measured in millamps (mA), or capacity in millamp hours (mAh)

If you connect a wire with very little resistance to each terminal, it will discharge at its maximum discharge rate into itself. This could damage the battery because it will generate heat. The voltage will be used up quickly because of the high current - it's flowing very quickly.





In our LED + Battery circuit, there is not very much resistance, so our LED will burn out pretty fast. You can put a current limiting resistor in order to keep it going longer!

Lets slow the flow!

There is a proportional relationship between resistance, voltage, and current in a circuit. That means by changing one, you effect the others in a (mostly) predictable way.

This relationship is called Ohms Law

I = current (amps)

V = voltage (volts)

R = resistance (ohms)



First, how much voltage is our LED using? usually ~ 2v (depending on color) and often work best at 10ma. (1 amp is 1000 millamps). You can usually find this on the LED packaging.

LED Color	Typical Vf Range
Red	1.8 to 2.1
Amber	2 to 2.2
Orange	1.9 to 2.2
Yellow	1.9 to 2.2
Green	2 to 3.1
Blue	3 to 3.7
White	3 to 3.4

The LED operates best at 2v and the battery is 3v!

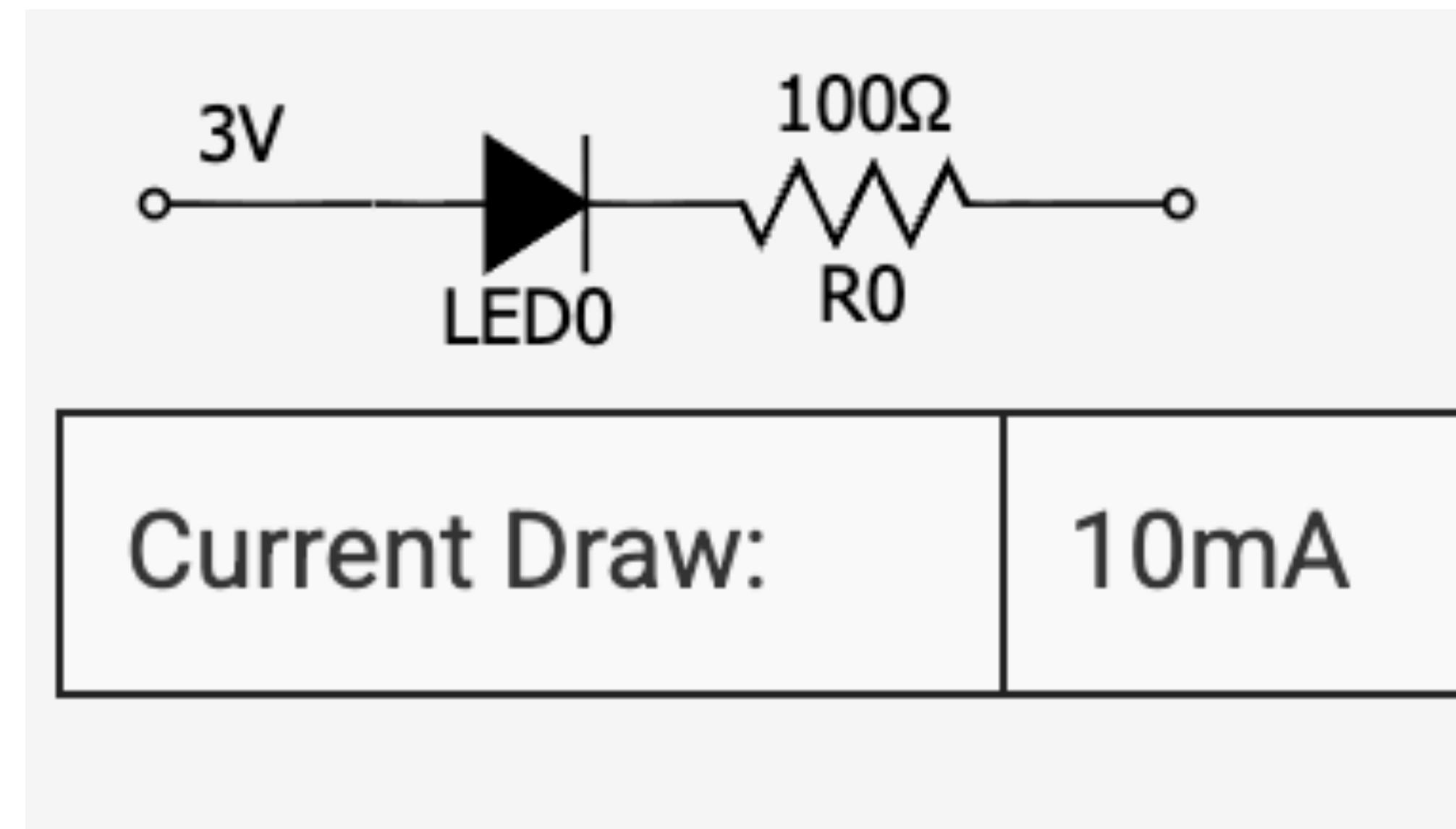
# Resistance = Voltage / Current

$$R = V / I$$

$$R = (3 - 2) / 0.01$$

$$R = 100 \text{ (ohms)}$$

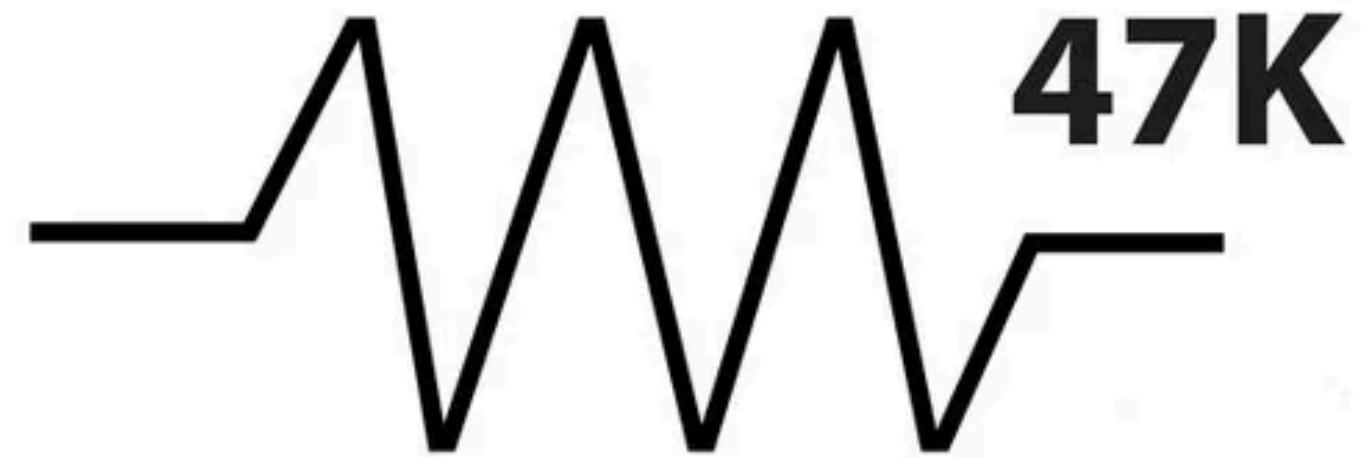
(Voltage is supply - used voltage)





## **Resistor (Ohms, $\Omega$ , or k (kilohms) )**

Resistors help us slow down the flow.



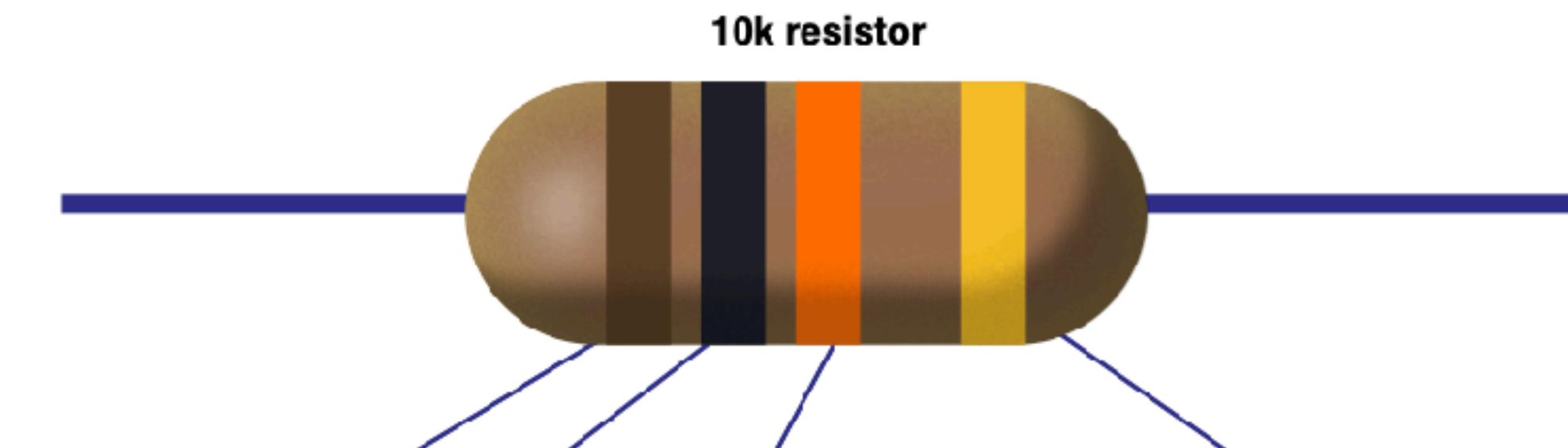
The colors on a resistor indicate the value by using a code. There are acronyms, like BBROYGBVGW, (Big Beautiful Roses Occupy Your Garden But Violets Grow Wild) but theres nothing wrong with looking up the chart.

The first 2-3 bars indicate the numeric value, the fourth is the multiplier, and the last is the tolerance.

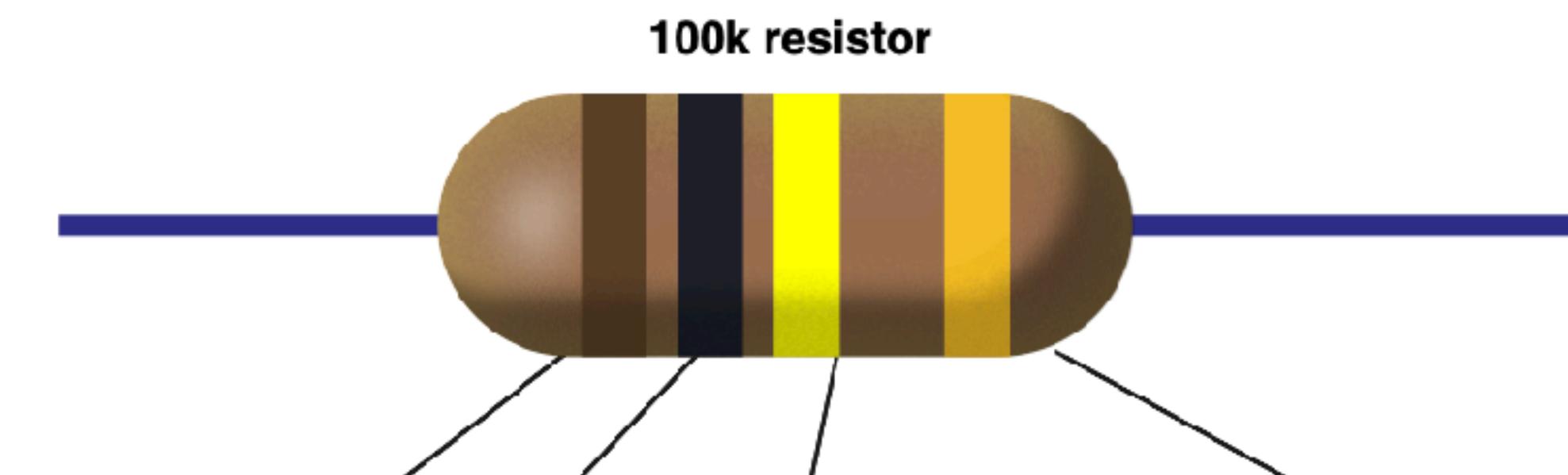
1                    Big  
10                  Beautiful  
100                Roses  
1k                  Occupy  
10k                Your  
100k              Garden  
1m                  But  
10m                Violets  
100m              Grow  
1g                  Wild

0                    1  
2                    3  
3                    4  
4                    5  
5                    6  
6                    7  
7                    8  
8                    9

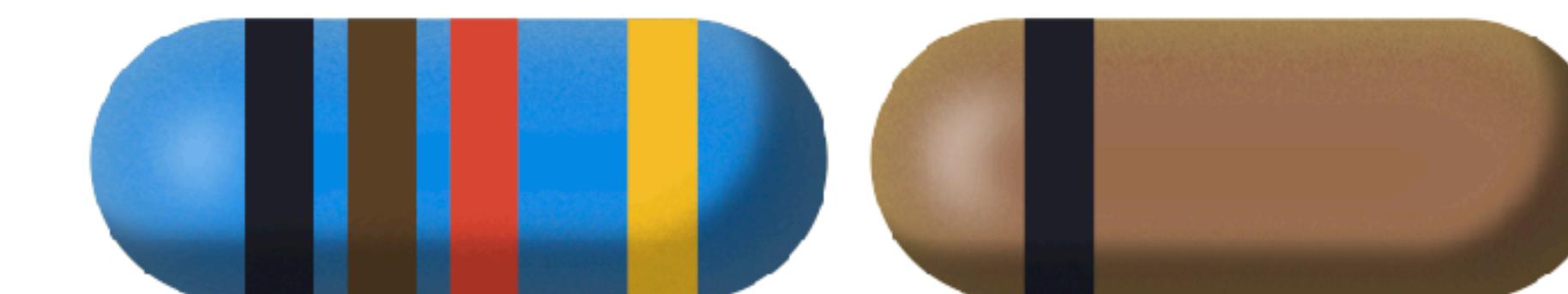
# Reading Resistors



Brown (1) Black (0) Orange (1k Multiply by 1) Gold (+5 +/- 5% accuracy)



Brown (1) Black(0) Yellow (10k Multiply by 10 ) Gold (+5)

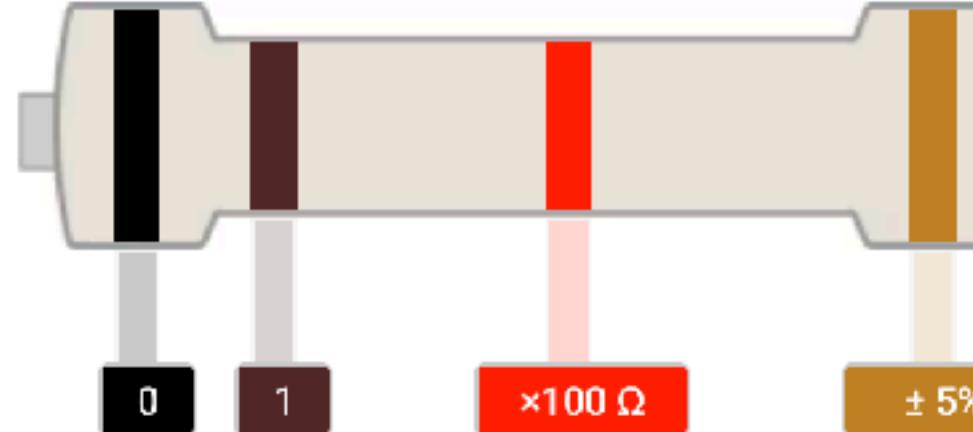


Blue body resistors are usually high precision!

Zero ohm resistors have no resistance, but can be used in a circuit that requires a resistor component

# Its hard to memorize... Use a resistor calculator, or label your resistors.

<https://www.digikey.ca/en/resources/conversion-calculators/conversion-calculator-resistor-color-code>

Resistor Parameters		Output
1st Band of Color	Black	
2nd Band of Color	Brown	
Multiplier	Red	x100 Ω
Tolerance	Gold	± 5%
Resistance value	100	Ω

**Resistor value:**  
**100 Ohms 5%**

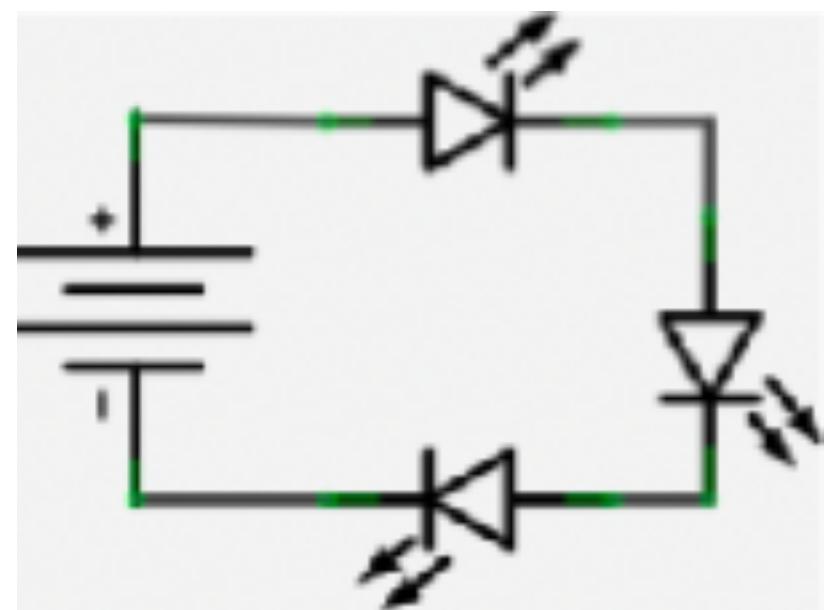
**Search Catalog**   **Clear Selection**

**What if you want to  
have more LEDs?**



# Series

In a series, components, like LEDs, are connected in a row. Electricity flows through one, into the next, and then into the next. Here, the positive is connected to the negative in a chain. There is a single path for the electricity to flow.



In a series circuit, the voltage is divided among the components. So if we have 3, 2v LEDs we need 6 volts to power them.

# Series

In this example, 4x 2v LEDs uses 8v

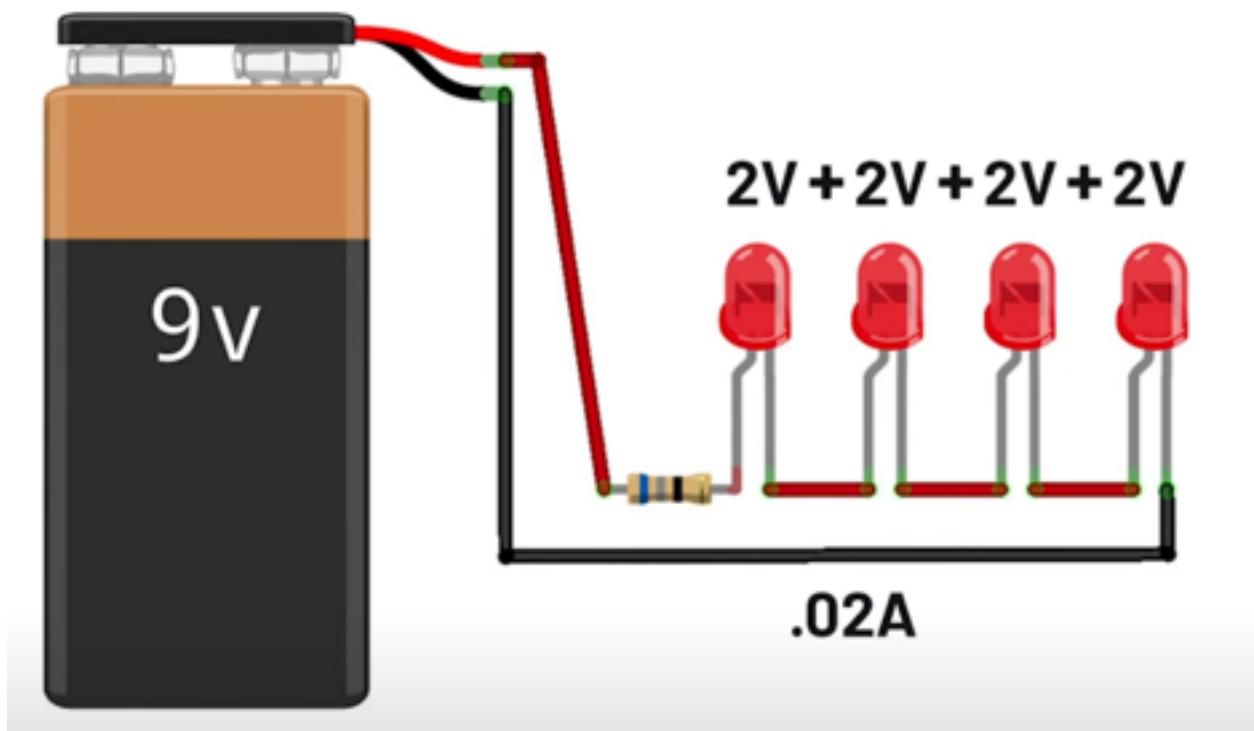
We have a 9v battery

We need to use that extra volt for the circuit to last longest and not damage the components

$$R = V / I$$

$$R = (9 - 8) / 0.024$$

$$R = 50 \text{ (ohms)}$$



# Series

In Series, Positive connects to Negative, connects to Positive, connects to Negative ect.... Voltage is divided among the components and current remains constant.

If you're using lots of LEDs in series, you might need a really high voltage. Which is why for simple LED circuits we usually don't see them configured this way

# Parallel

In a parallel configuration, components are connected side by side, each with an independent connection to power and ground. You can think of this like all of the positives are connected, and all of the negatives are connected.



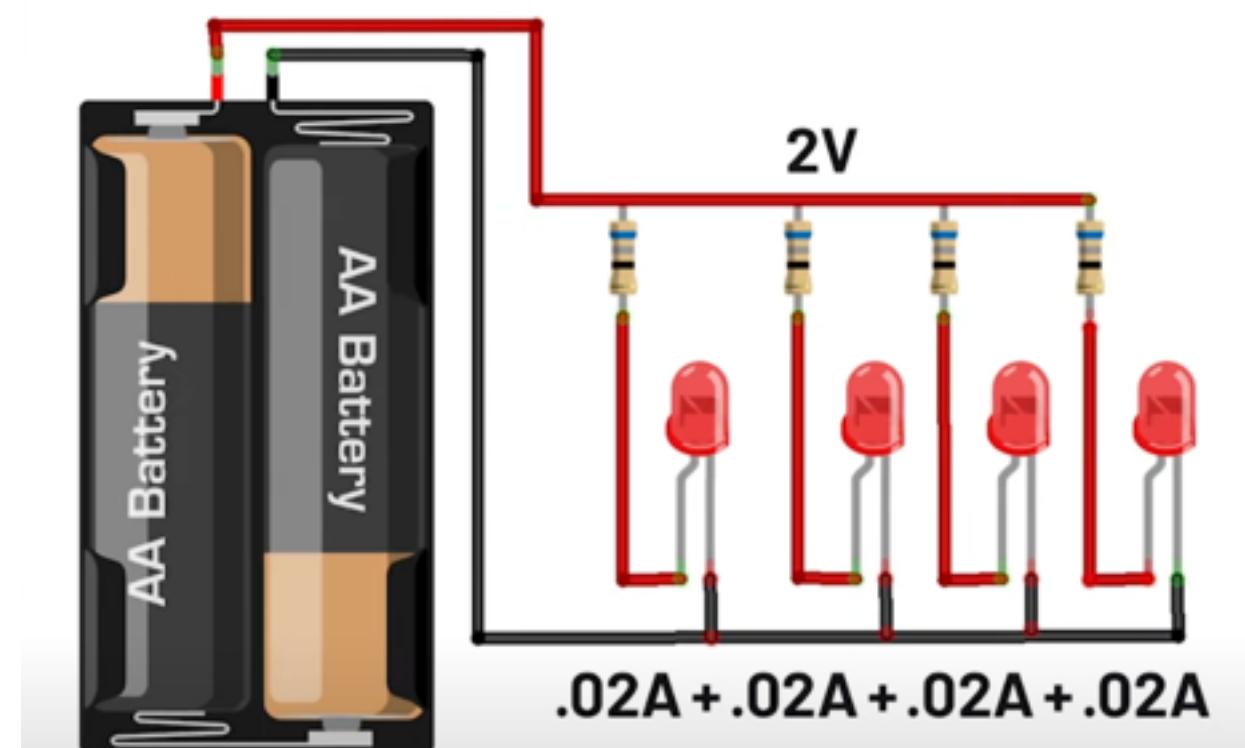
In this situation, each LED receives the same amount of voltage, but the current is divided between them. So if we have 3, 2v LEDs we only need 2v to power them.

Usually circuits with lots of LEDs are in parallel.

# Parallel

In this example, we're using a 3 v (2x 1.5v) battery.

In a parallel circuit, we put the resistor on each LED



$$R = V / I$$

$$R = (3 - 2) / 0.2$$

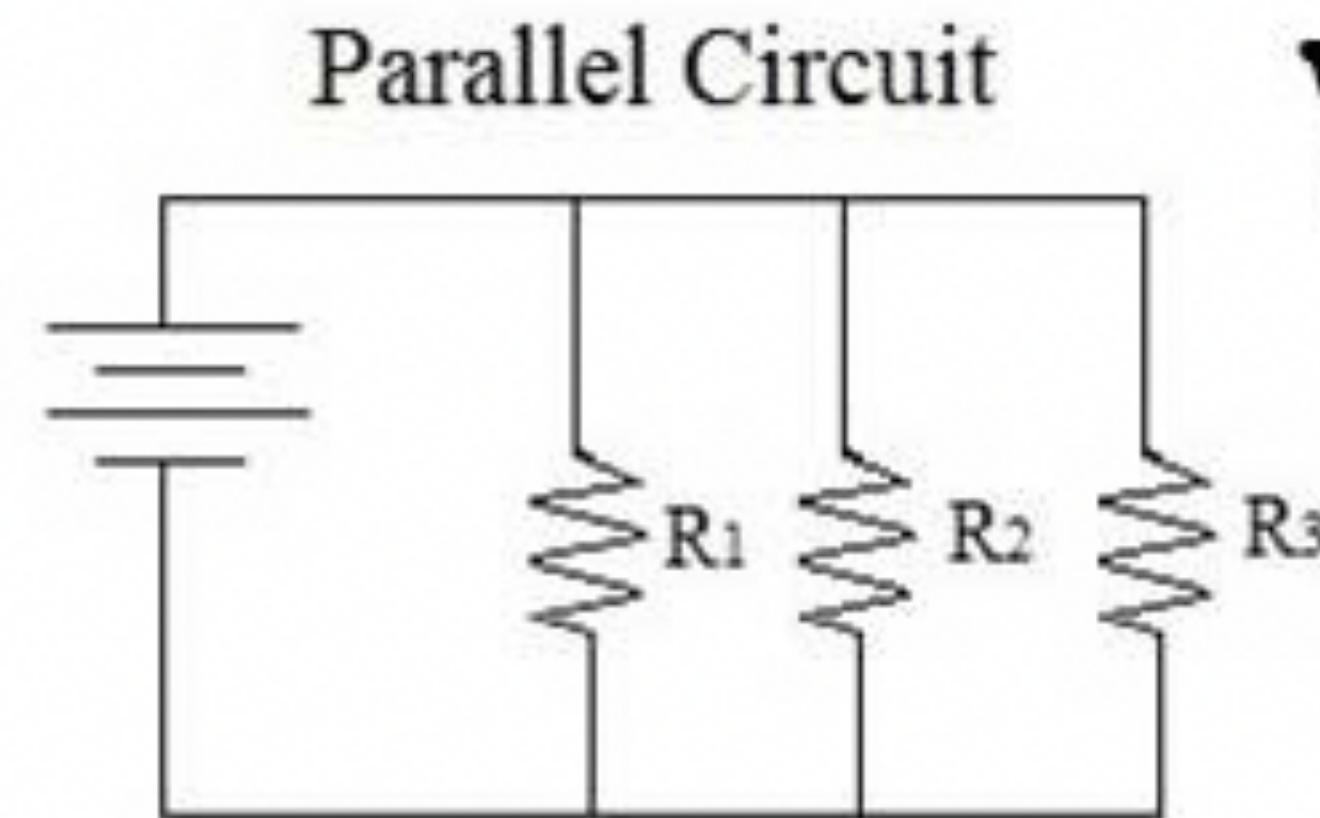
$$R = 50$$

# Parallel

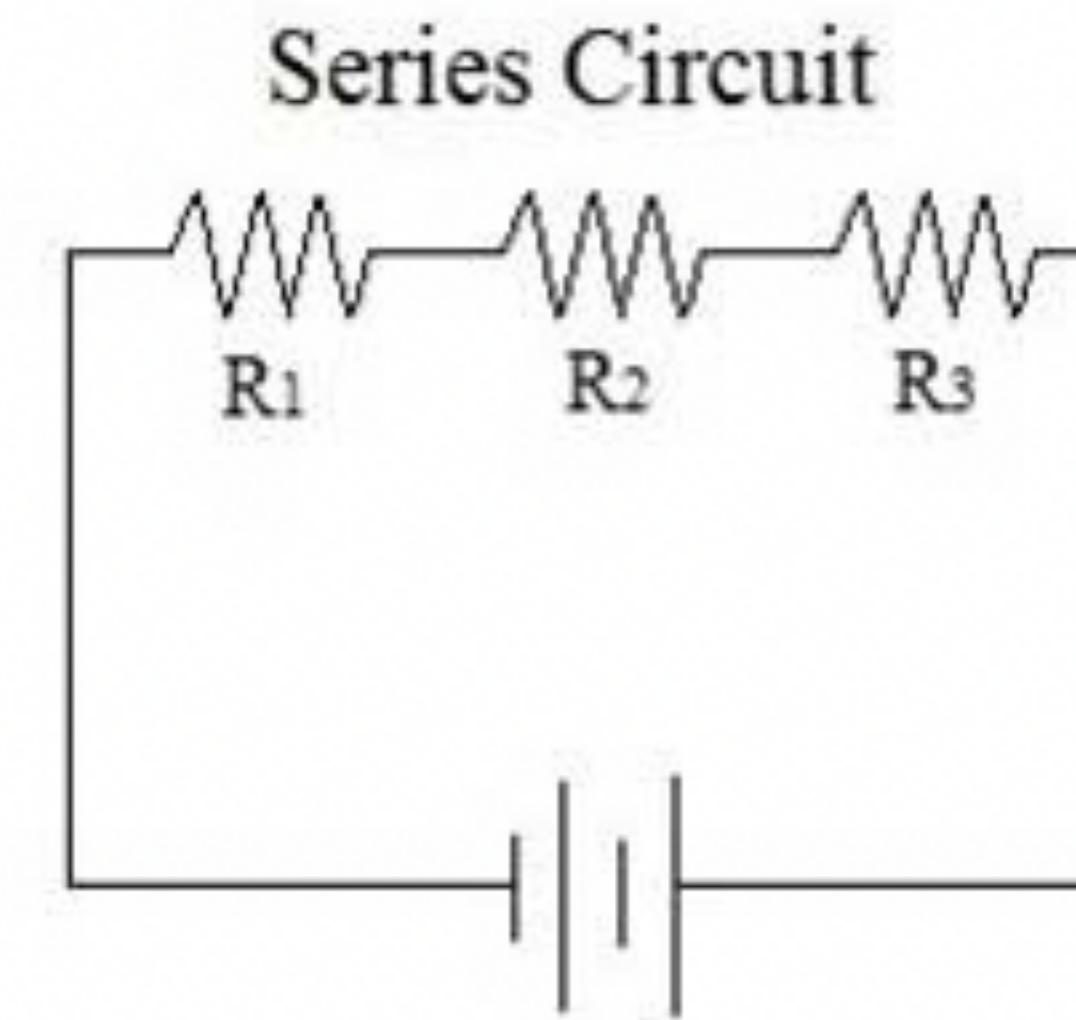
In Parallel, all the Positives are connected, and all the Negatives are connected. **Current is divided through each LED, voltage stays the same.** We can connect many LEDs like this! As long as we have enough current, we can power many LEDs at the same voltage

If your LEDs are 3v, and your power source is 3v, you can run as many as your amperage will allow. But you can always add more batteries.

# Series Vs Parallel

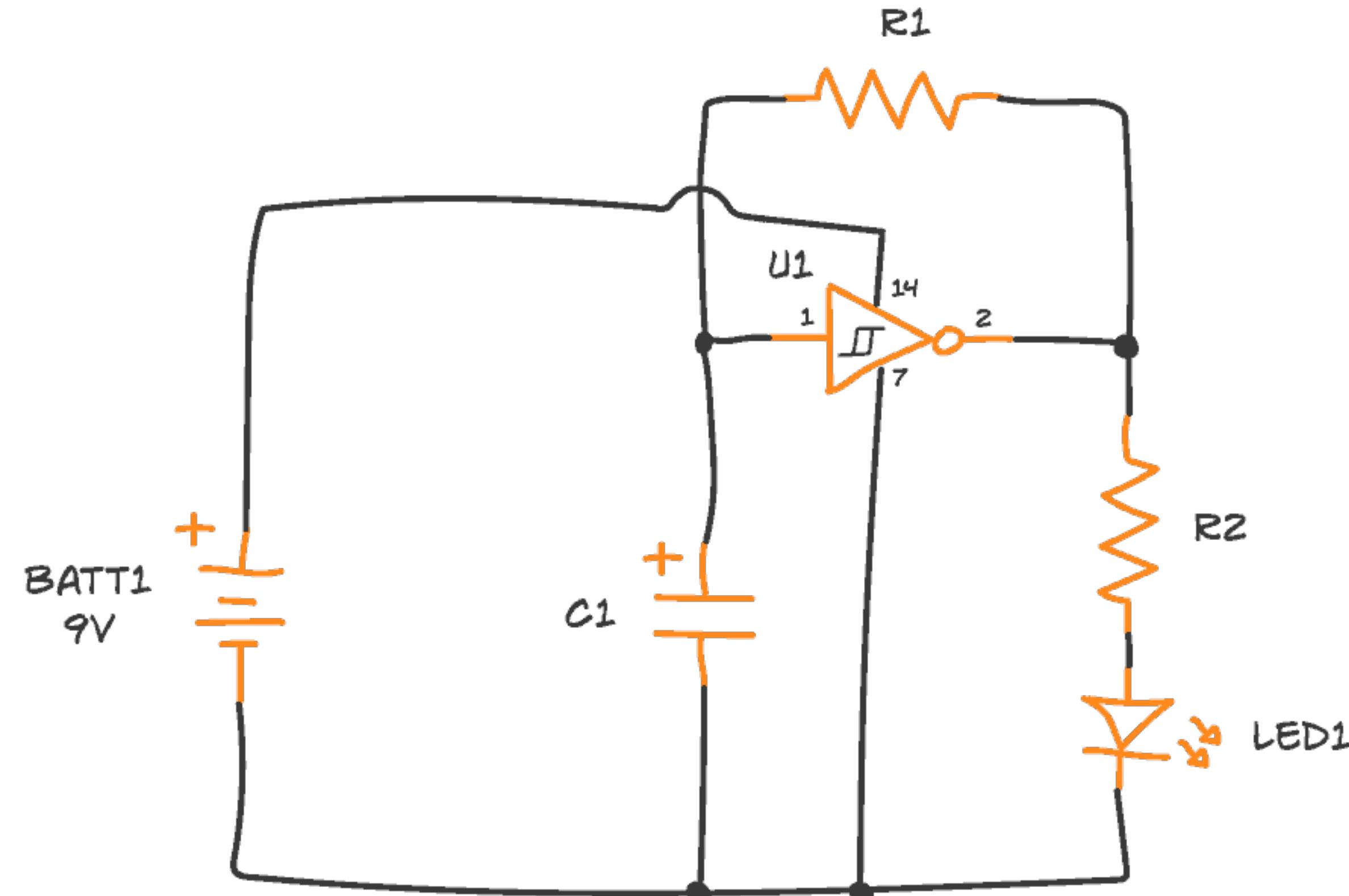


**Vs**



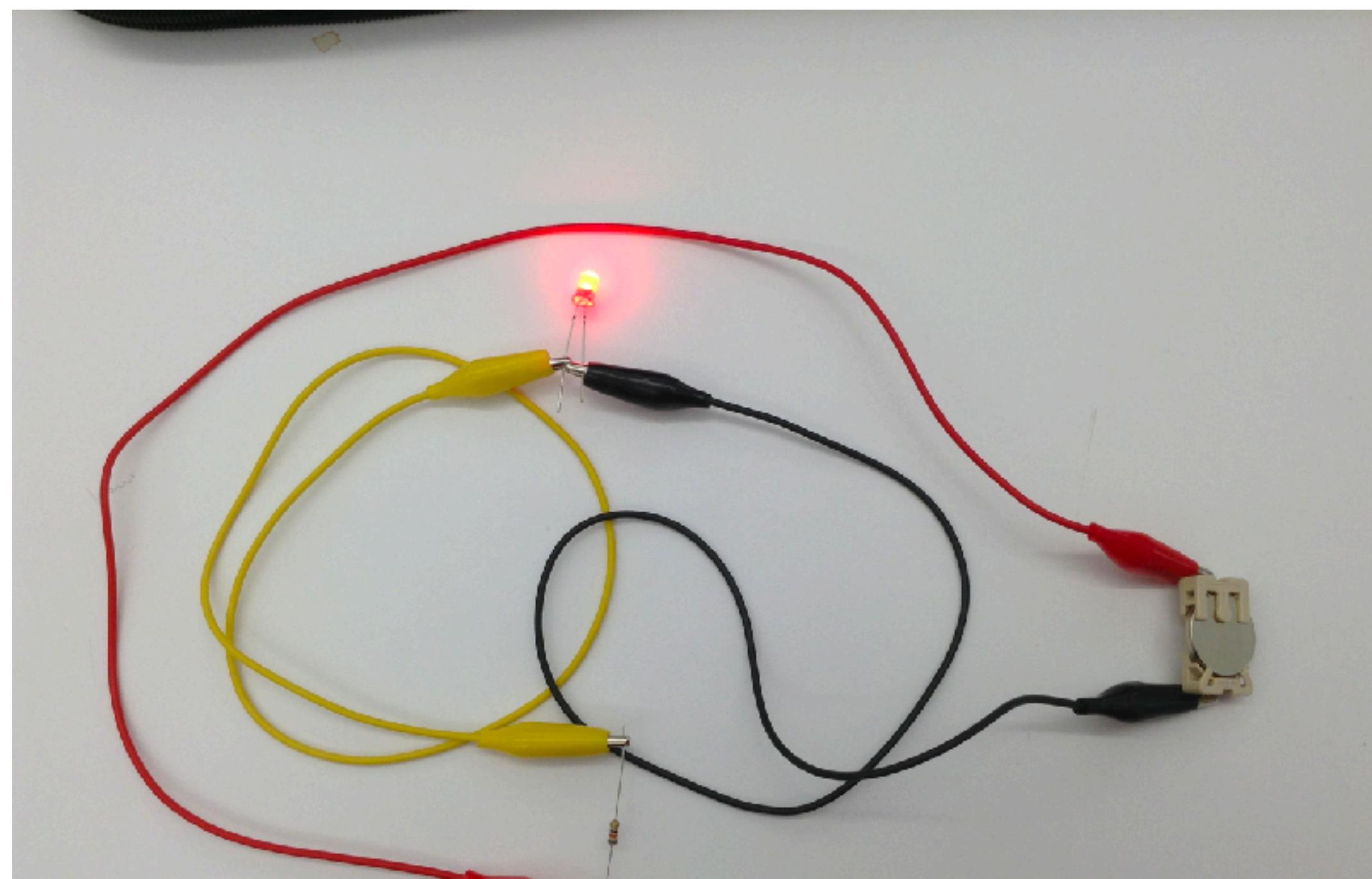
# Circuit Diagram

Circuit diagrams use symbols describe circuit construction, but they might not always describe how a circuit looks!

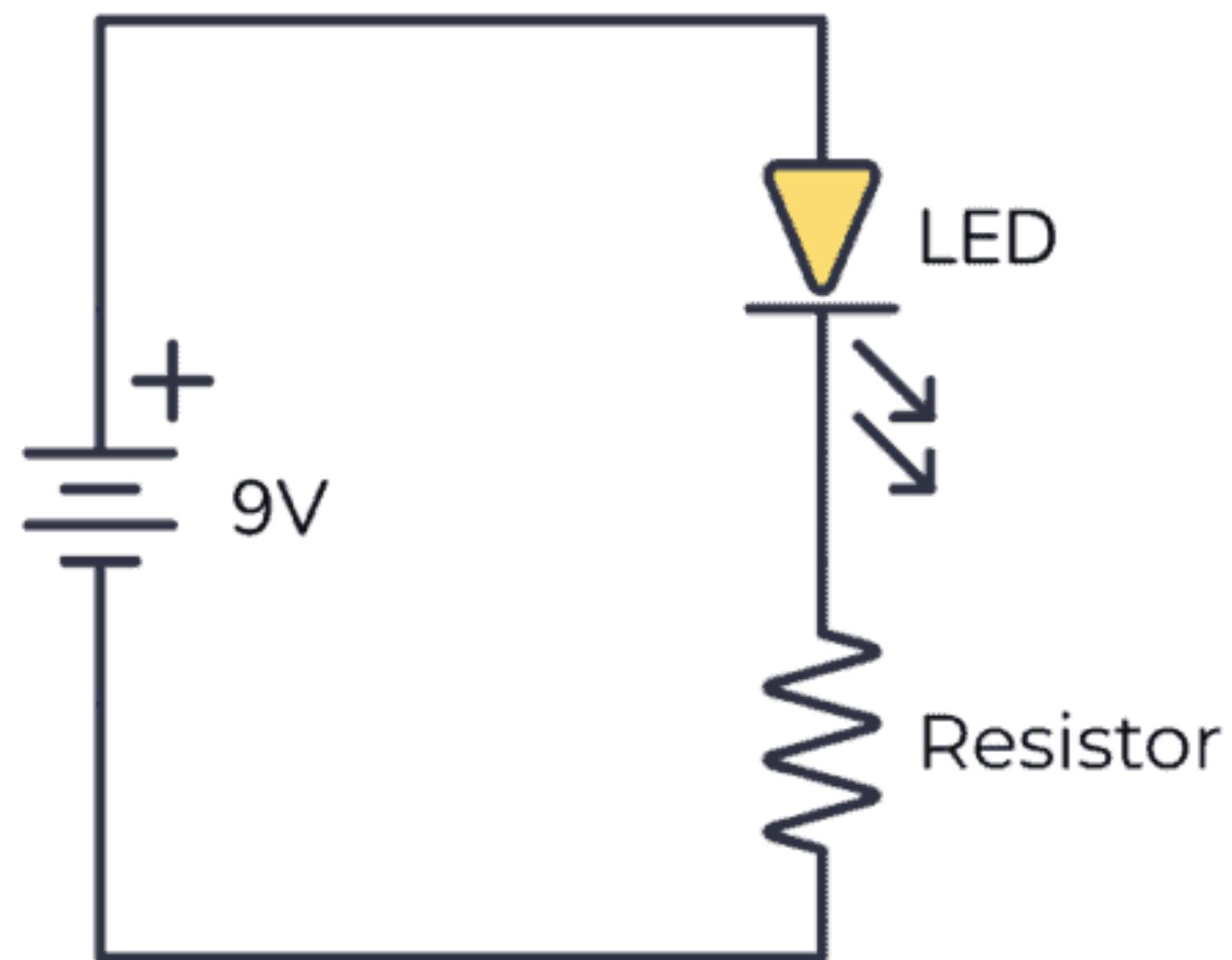


# Circuit Aesthetics

- Diagrams just indicate how the circuit should be wired, but your circuit can look different!
- As long as all of the connections are made in the correct orientation, and there are no shorts, your circuit will work



Your circuit diagram can look like this



And your circuit might look like this



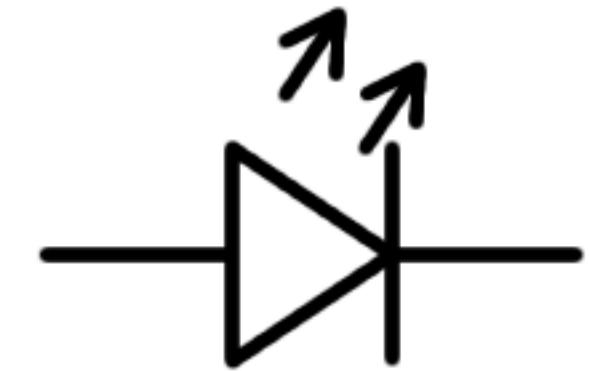
Becky Stern

# Circuit Diagram

This is a battery



This is an LED



This is a resistor



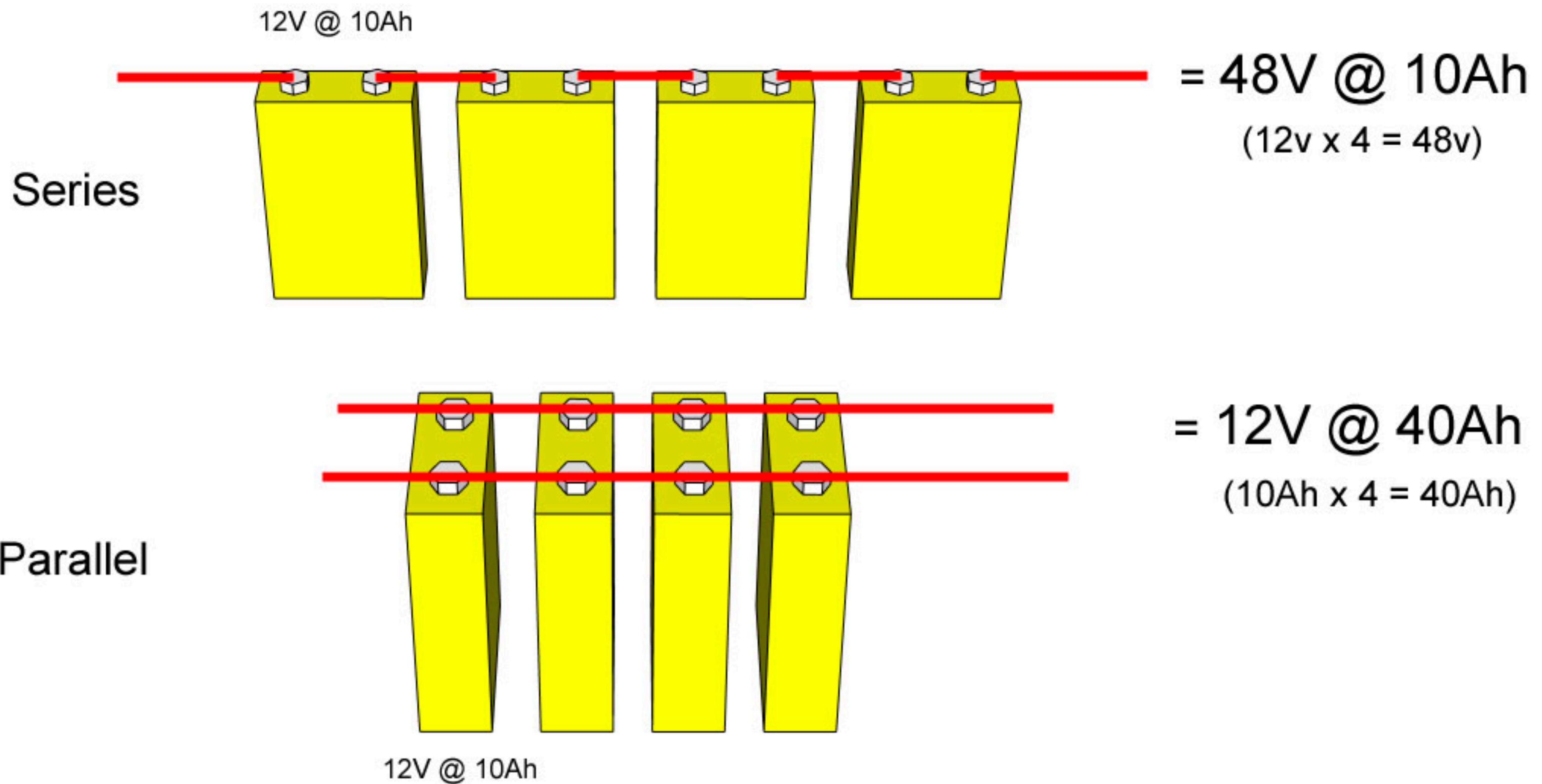
# ...Do we really need resistor if the light goes on?

Maybe not. But your circuit might not last long, might behave weirdly, or you might have more problems down the road, but if that doesn't bother you, do whatever you want! If you have too much voltage, you can risk damaging your component forever.



What if you  
need more  
power....

You can use Series and parallel to add more power to your circuit, using the same principals. Putting batteries in Series will increase your voltage, and putting batteries in Parallel will increase your amperage.





Current flowing is voltage of your circuit divided by resistance



Let's say we have a coil of wire that has 30 ohms of resistance per cm. We have a battery that has 9 volts and 500 mAh.

1 cm of wire  
30 ohms

This circuit uses 300 millamps  
 $9 \text{ volts} / 30 \text{ Ohms} = 0.3 \text{ amps}$

$500\text{mAh} / 30 \text{ mA}$

my battery will last 1.67 hours.

This circuit uses 60 millamps  
 $9 \text{ volts} / 150 \text{ Ohms} = 0.06$

5 cm of wire  
150 ohms

$500\text{mAh} / 60\text{mA}$

my battery will last 8.3 hours.

Battery life is the milliamp hours of a battery divided by the milliamps used.

# How long will my battery last?

Add up the total current in your circuit. Find the battery capacity (mili amp hours), divide capacity by hours!

## BATTERY LIFE FORMULA

$$\text{Battery Life} = \frac{\text{Battery Capacity (mAh)}}{\text{Load Current (mA)}}$$

50 HRS 0 MIN

TIME FORMAT: Hours ▾

**Design your circuit with  
(informed) trial and error, and/  
or use a calculator**

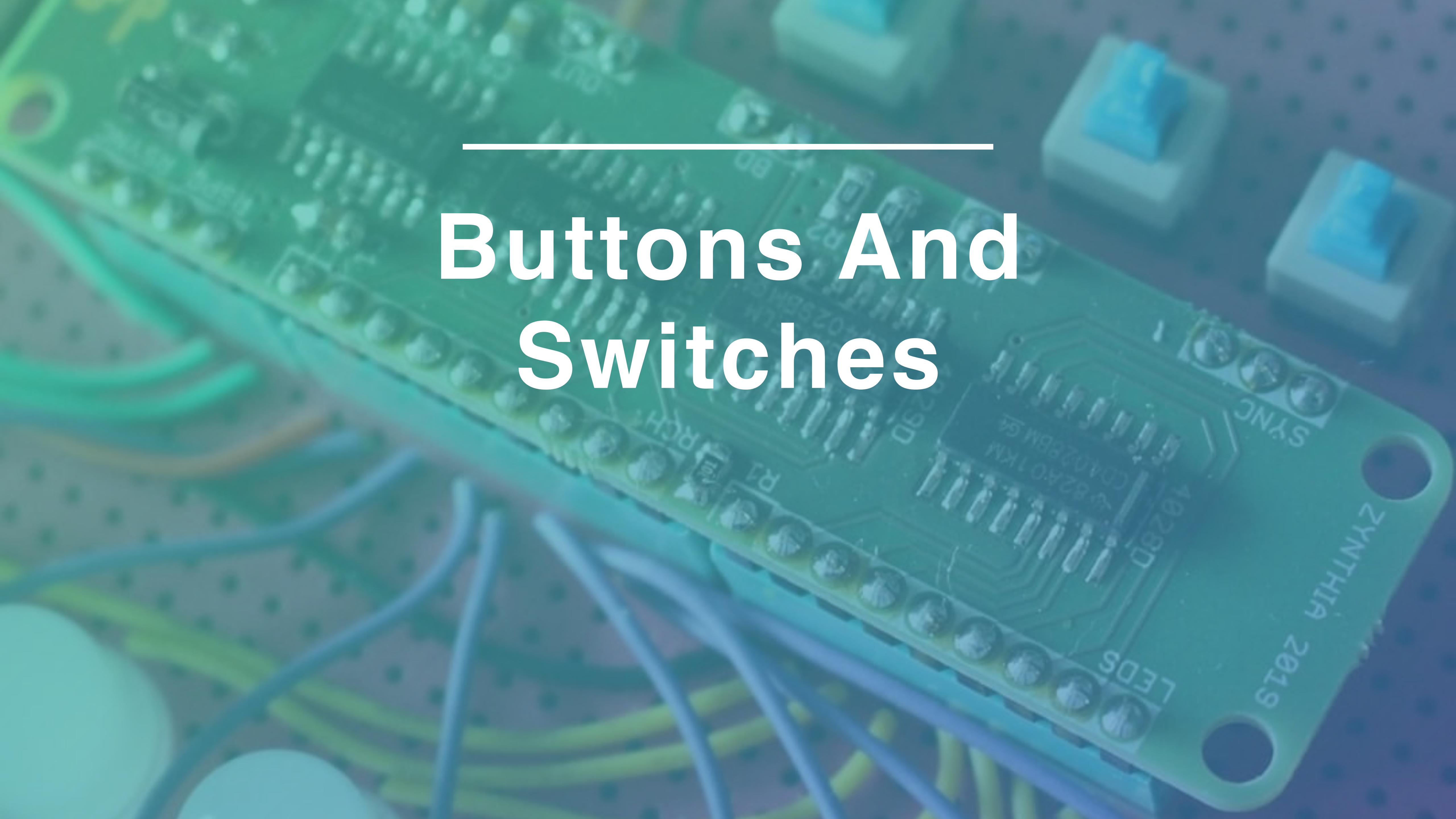
<https://www.amplifiedparts.com/tech-articles/led-parallel-series-calculator?srsltid=AfmB0oo-ZP0CAuRCuXK75L4Ur1nEZAgMdfsrVQX8PBDAJq65bbdlcOfz>

This one is great because it gives you lots of options.

If your circuit has too much Voltage (v) for your components, you'll break them. For the most part, your circuit will only use as much Amperage (I, mAh, Ah) as it needs, but your circuit might not work properly or battery might run out very fast. You can use Resistance (Ohms) to control this. Each component has a voltage rating (check the packaging).

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# Buttons And Switches

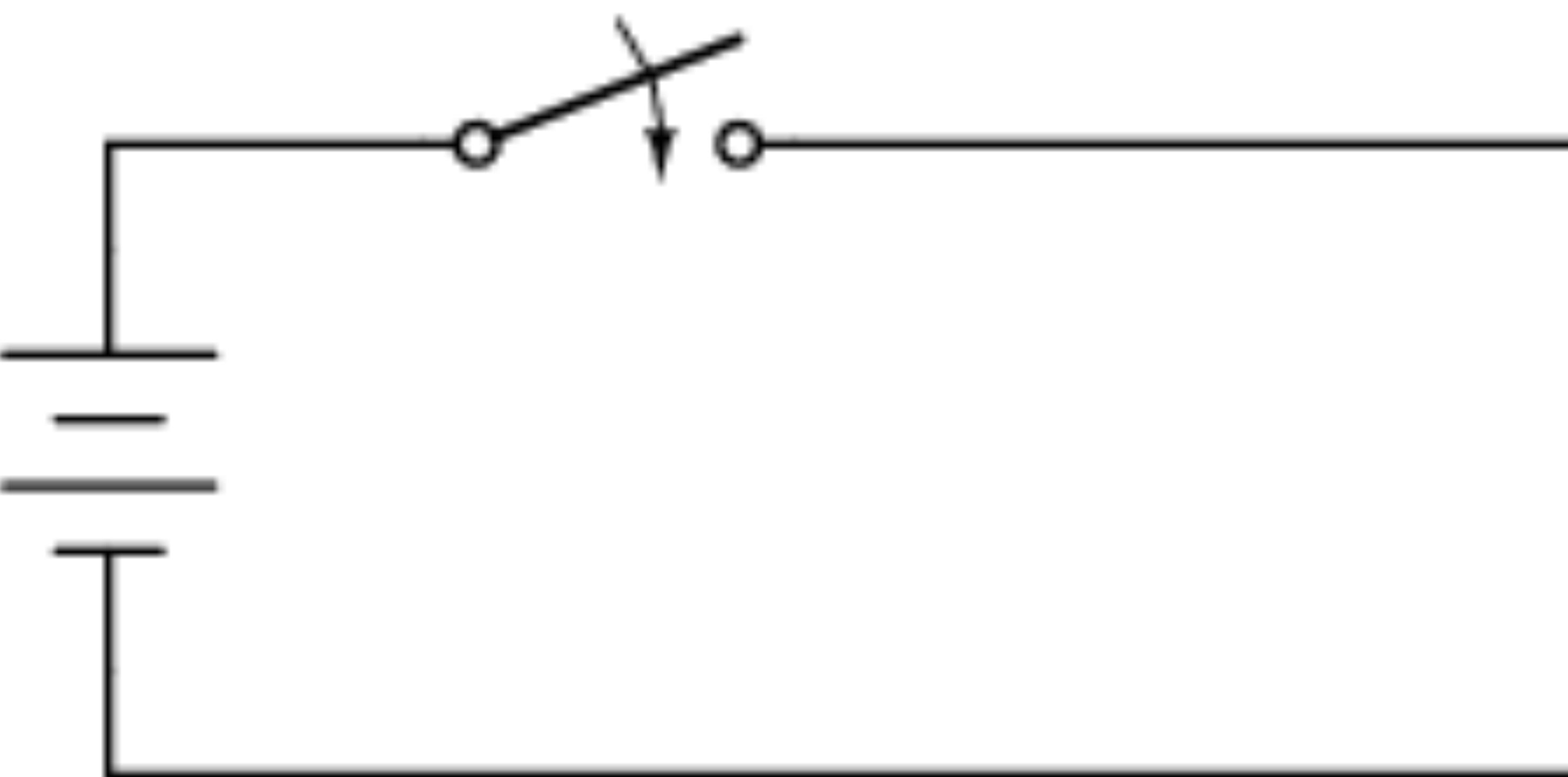


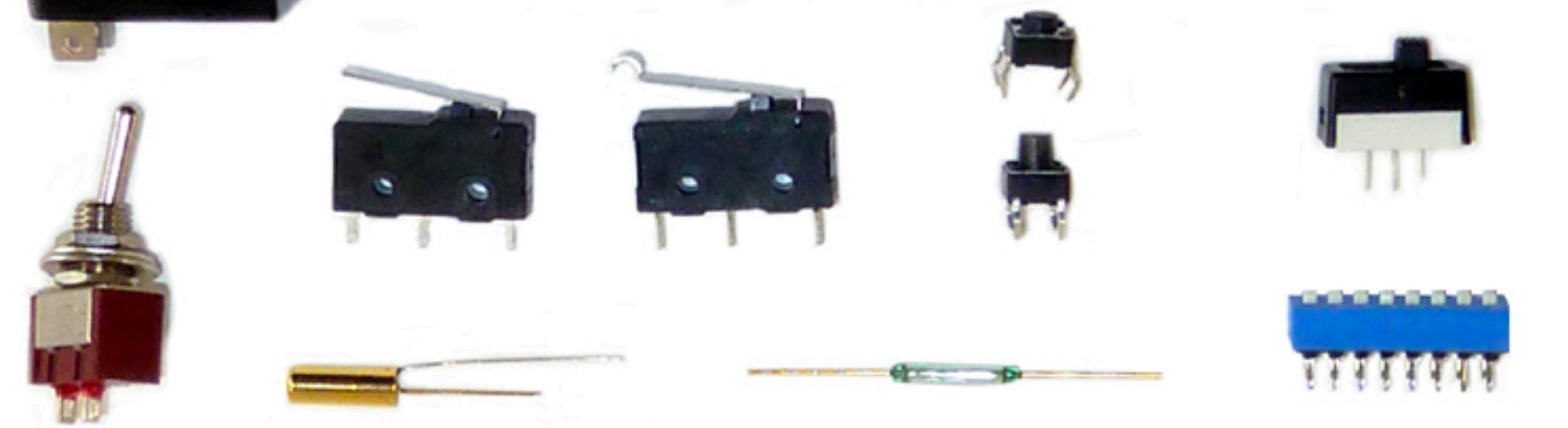
# Button / Switch?

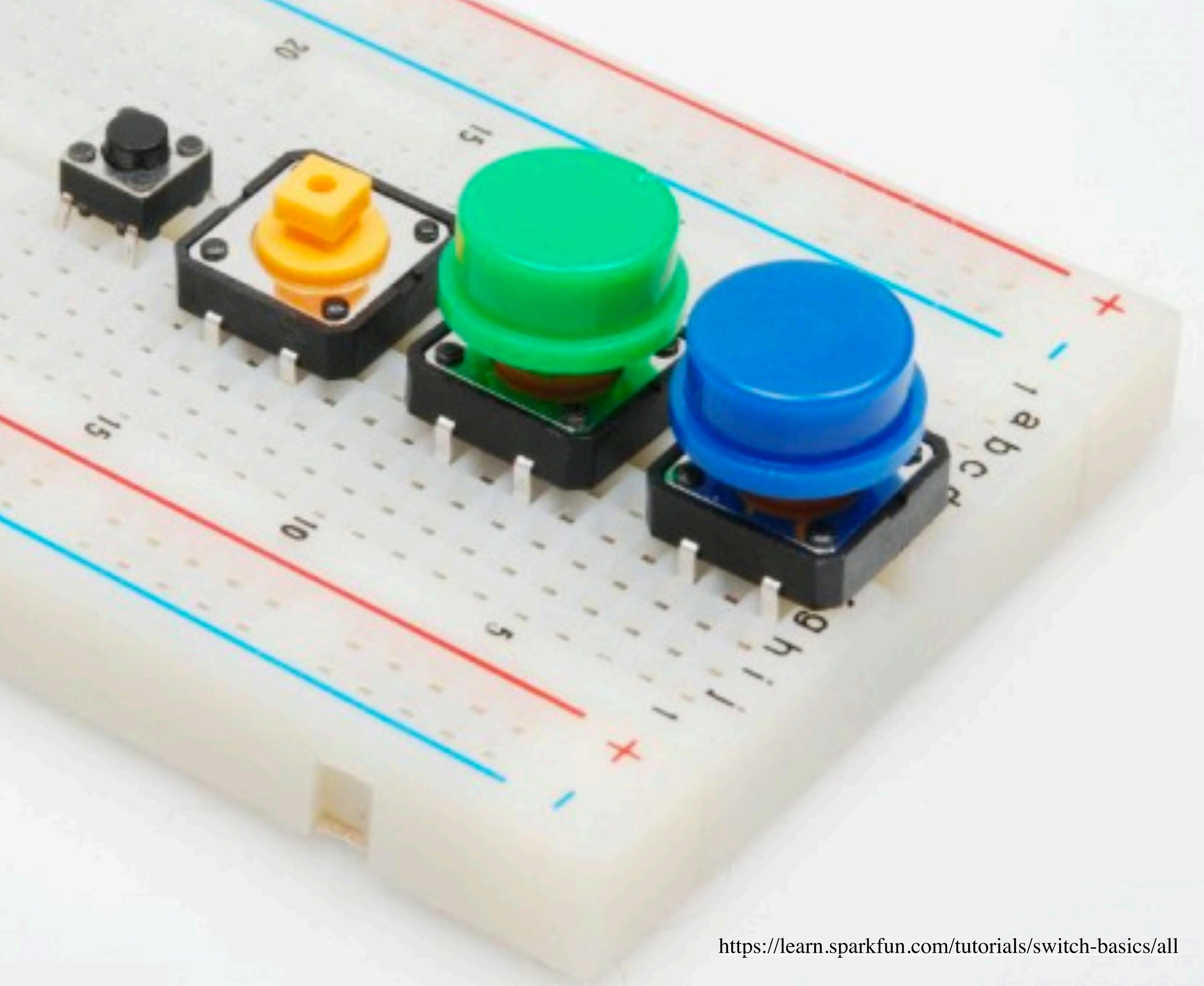
A button or a switch is a break in a circuit that can be connected via some action.

Often, but not always, buttons are pressing two things together, and switches are changing the placement of one or more objects

**Switch**

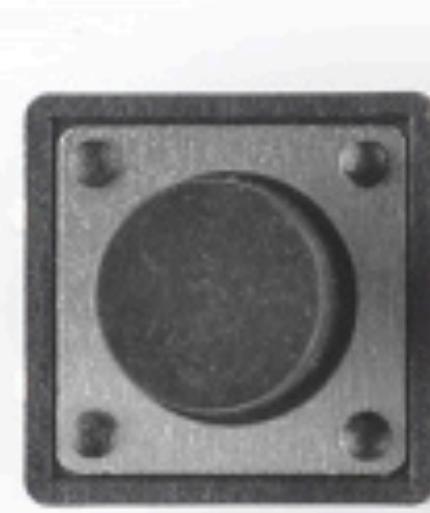






# Sparkfun Tutorial

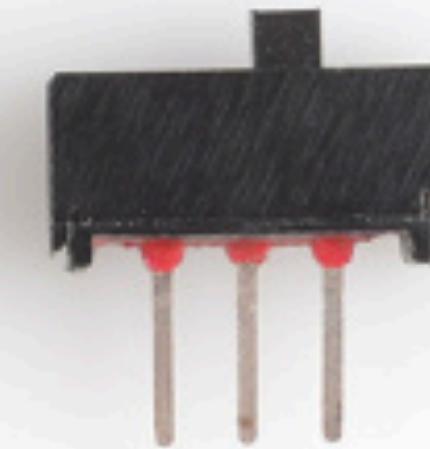
# Activation Method



Push



Flip



Slide



Magnetic

A switch must have at least two terminals, one for the current to (potentially) go in, another to (potentially) come out. That only describes the simplest version of a switch though.

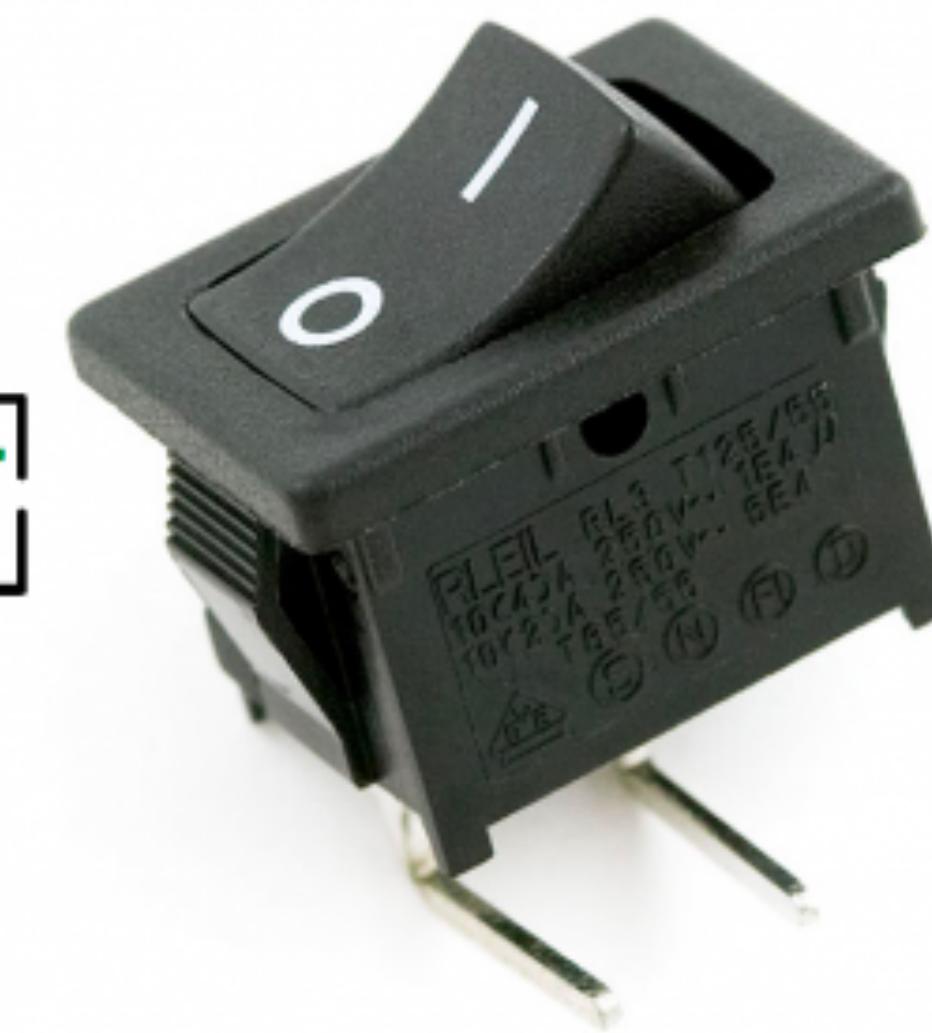
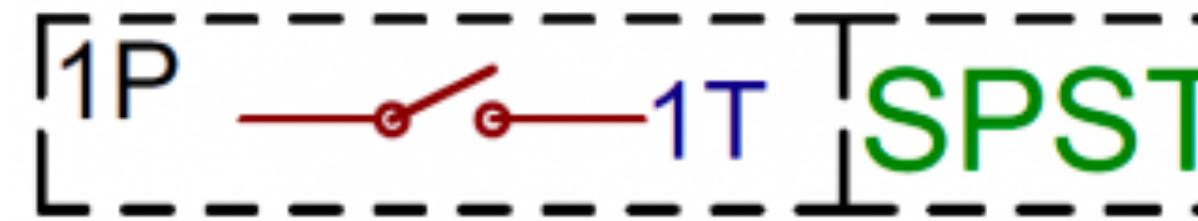
# Poles

The number of **poles\*** on a switch defines how many separate circuits the switch can control. So a switch with one pole, can only influence one single circuit. A four-pole switch can separately control four different circuits

# Throws

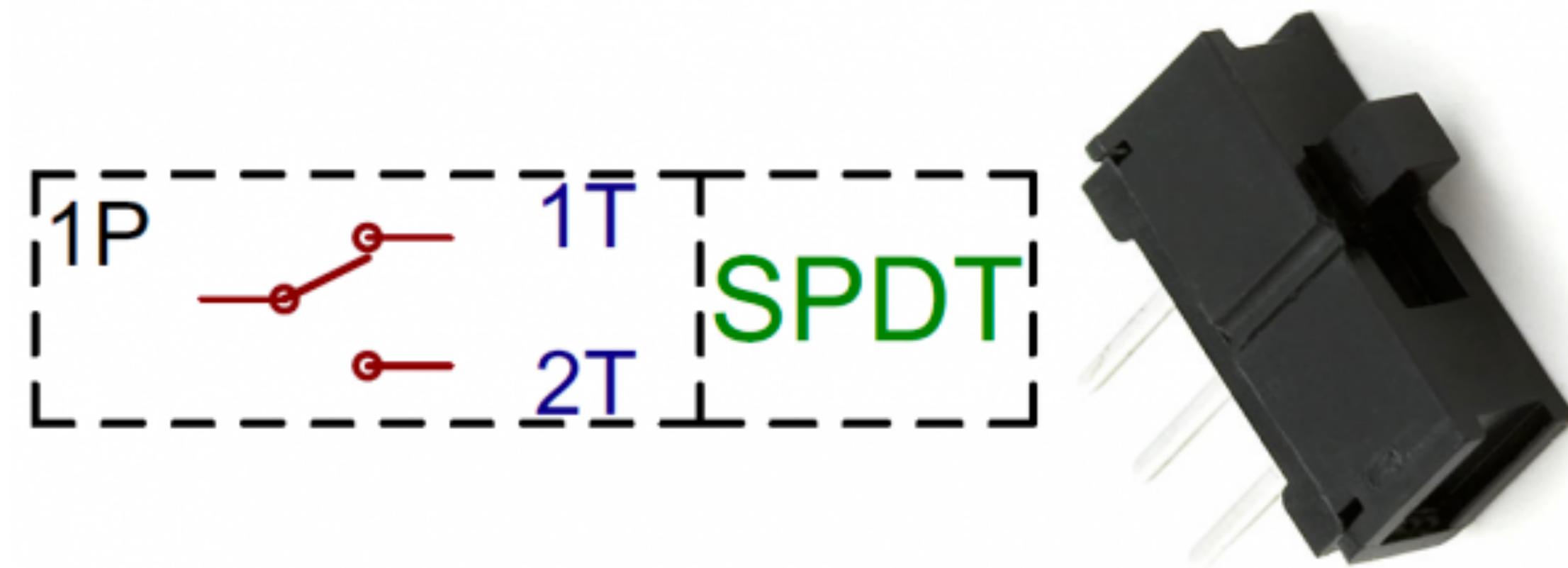
A switch's **throw-count** defines how many positions each of the switch's poles can be connected to. For example, if a switch has two throws, each circuit (pole) in the switch can be connected to one of two terminals.

# SPST Single Pole Single Throw

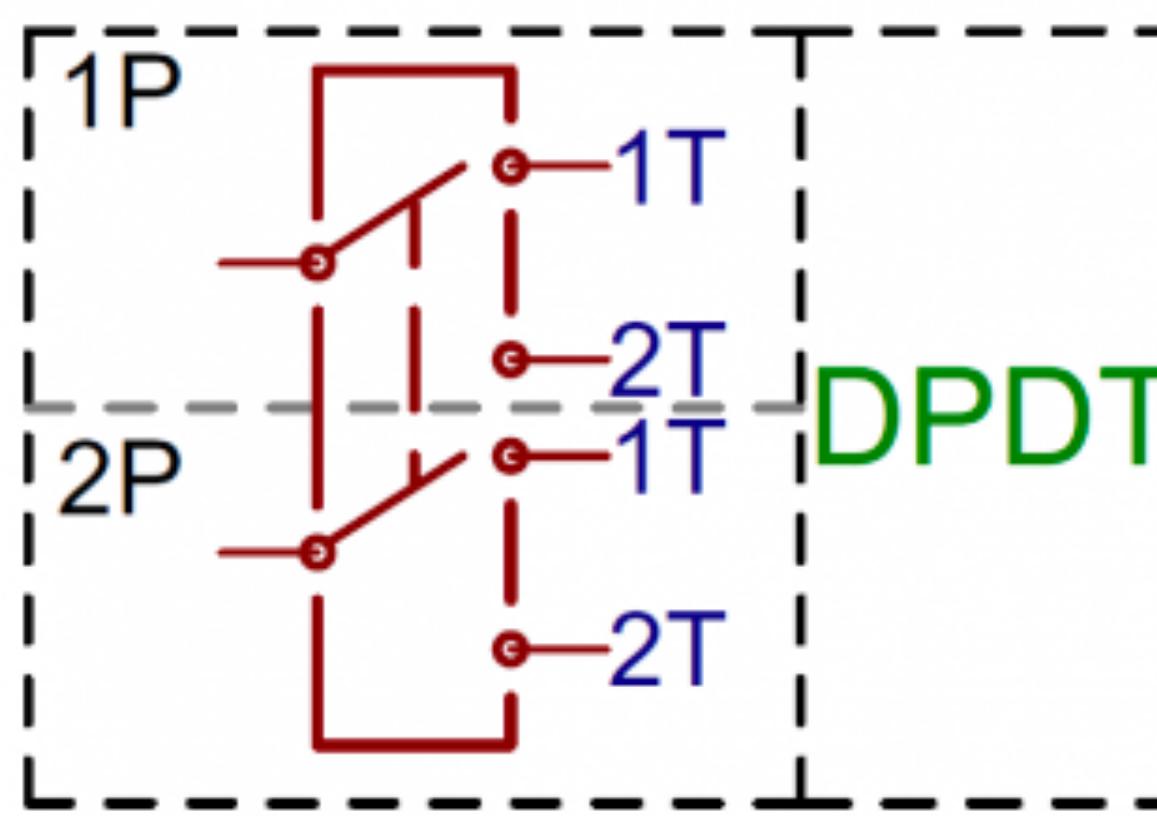


Most common are like this, its how  
We often think of switches

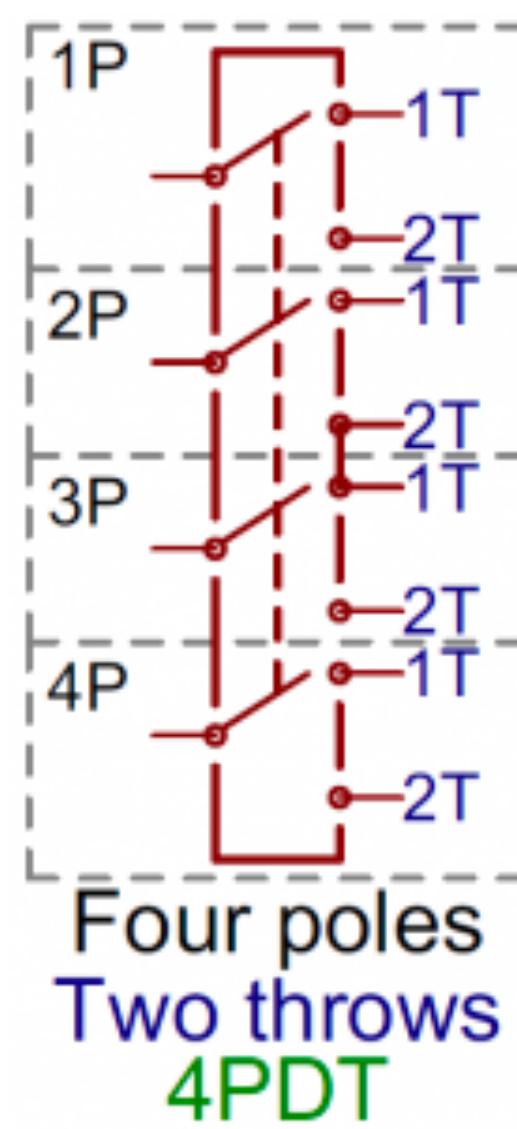
# Single Pole Double Throw

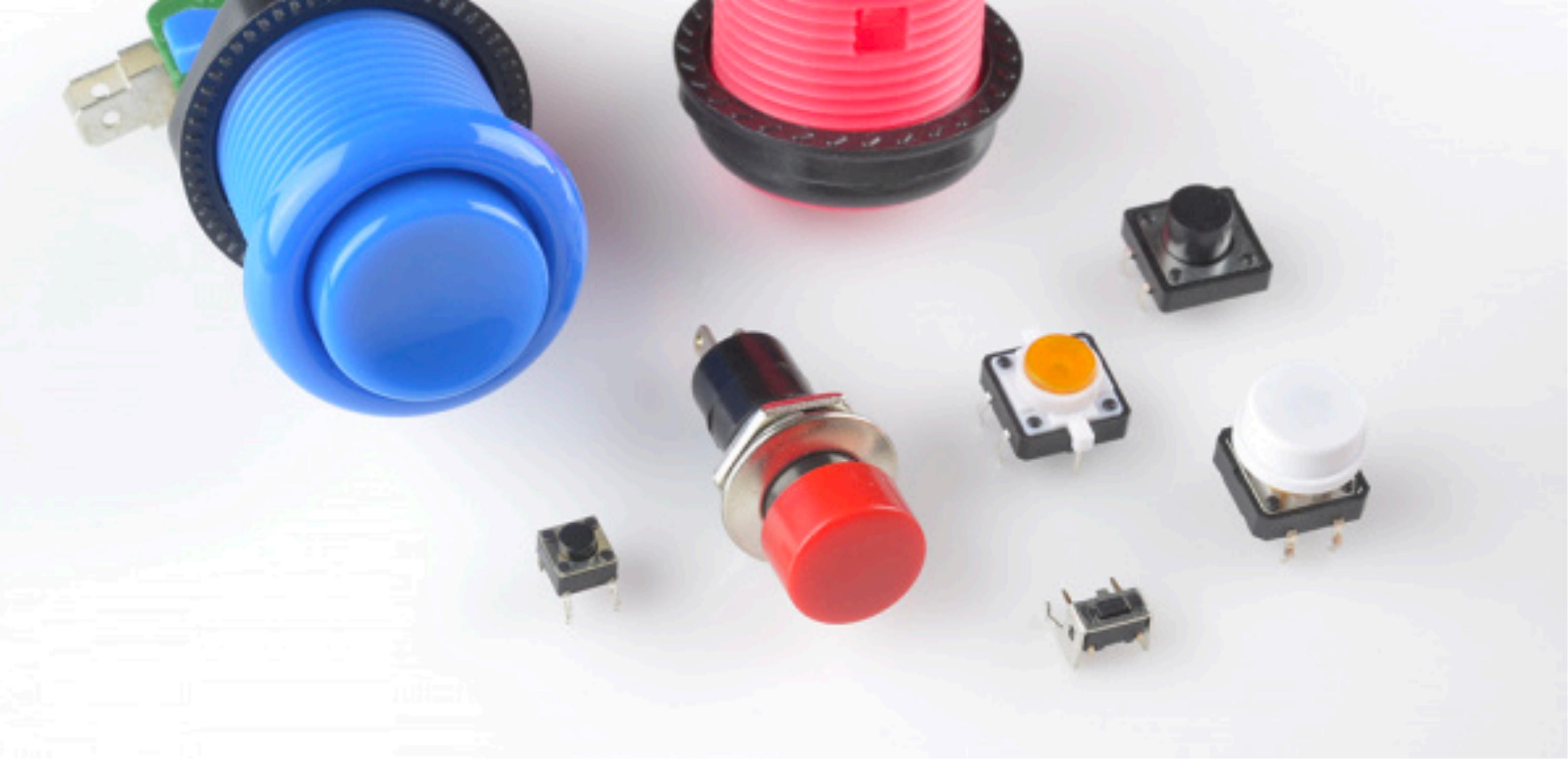


# Double Pole Double Throw



# 4 Pole Double Throw 4PDT





# Momentary

**Momentary buttons or switches are only activated when they are being pressed.**

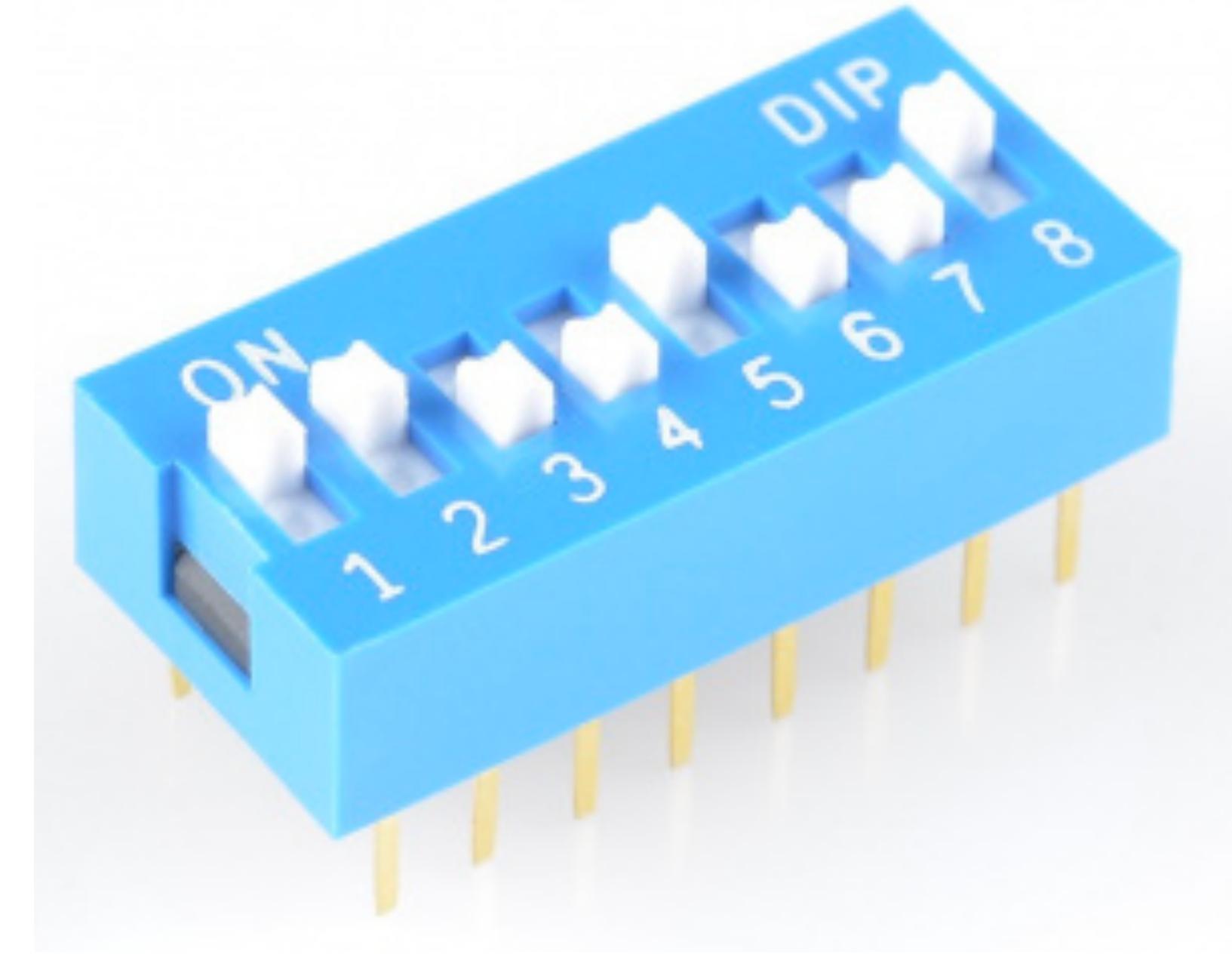


## Normally Open (NO)

When nothing is happening, the circuit is open (off)

## Normally Closed (NC)

When nothing is happening, the circuit is closed



# State

**State buttons or switches have multiple positions they keep when they aren't being held in that place.  
Like a power button.**



SPST (Single  
Pole Single  
Throw) state,  
NO (normally  
open) flip  
switch



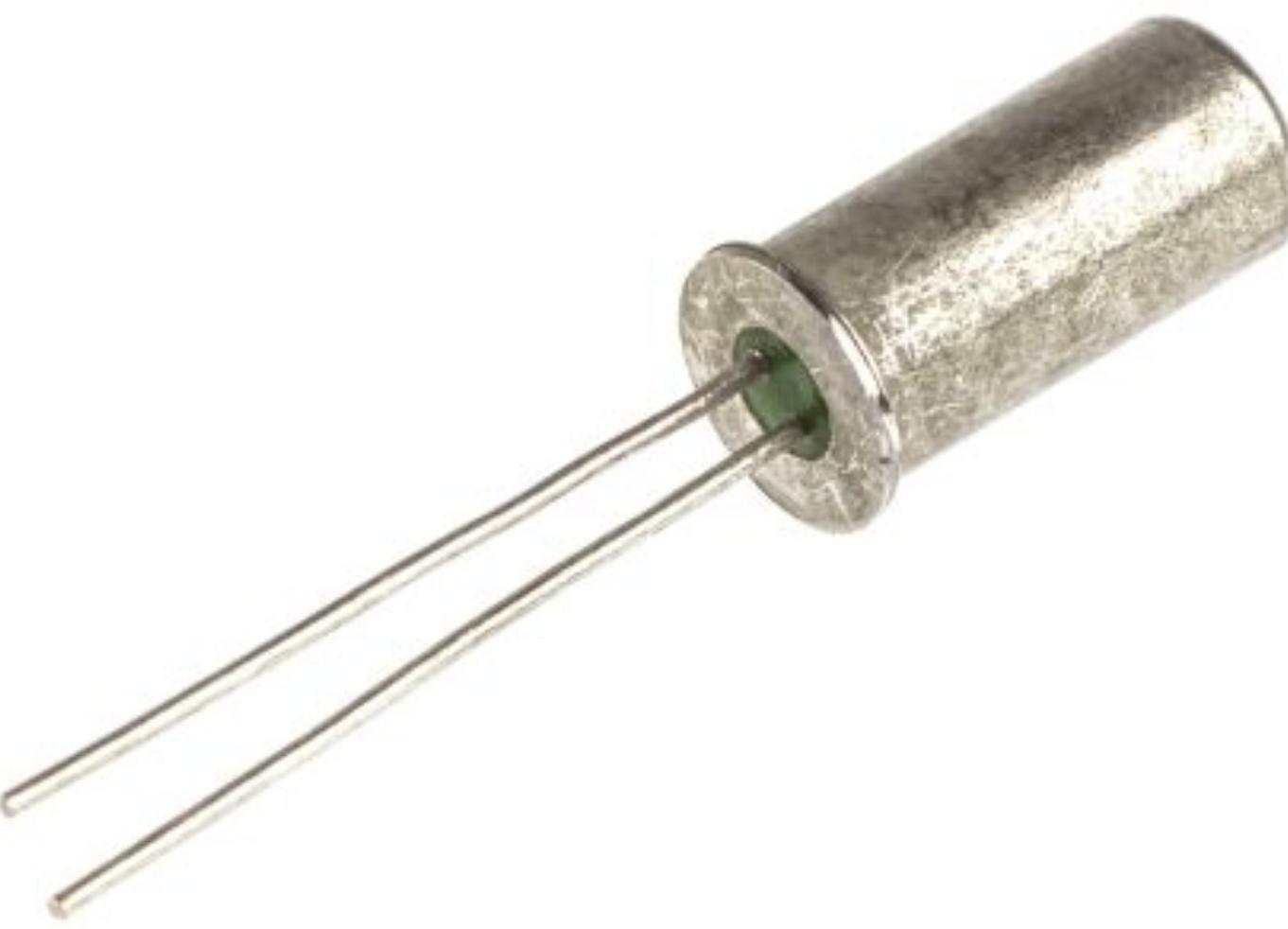
DPDT NC,  
momentary  
push button

**Buttons and switches as  
sensors?**

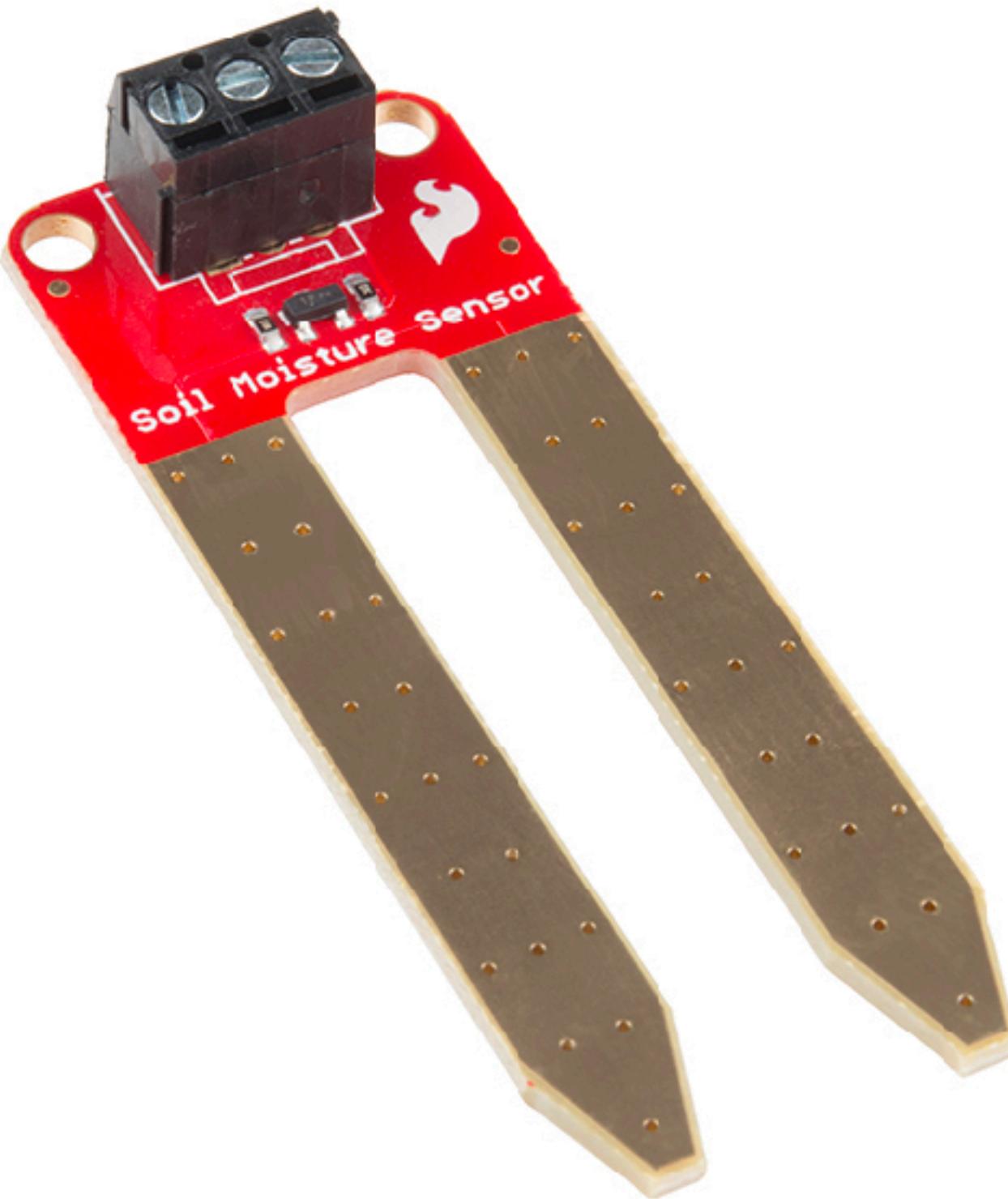
# Magnetic Switch / Reed Switch



Tilt  
Switch /  
sensor

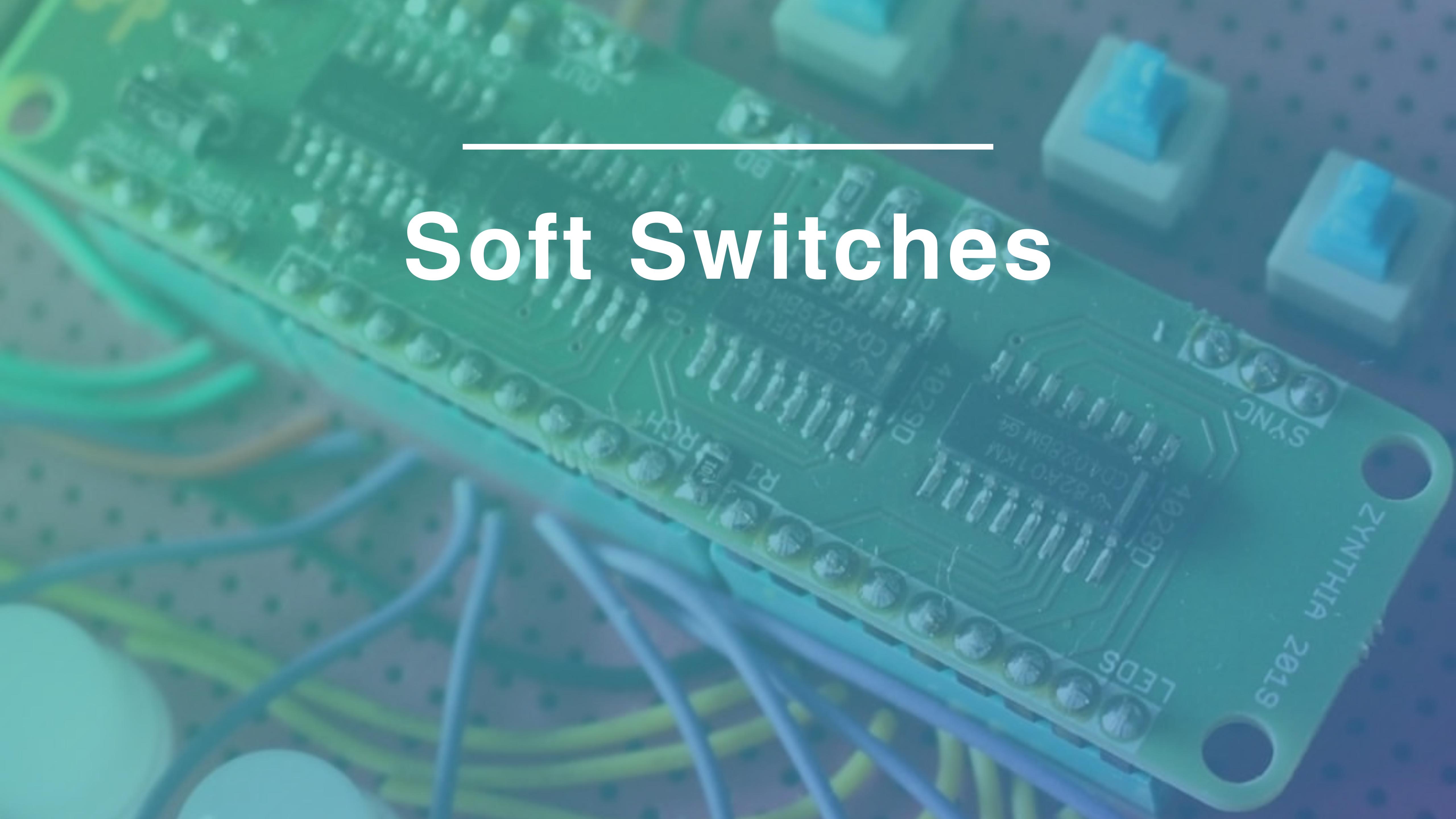


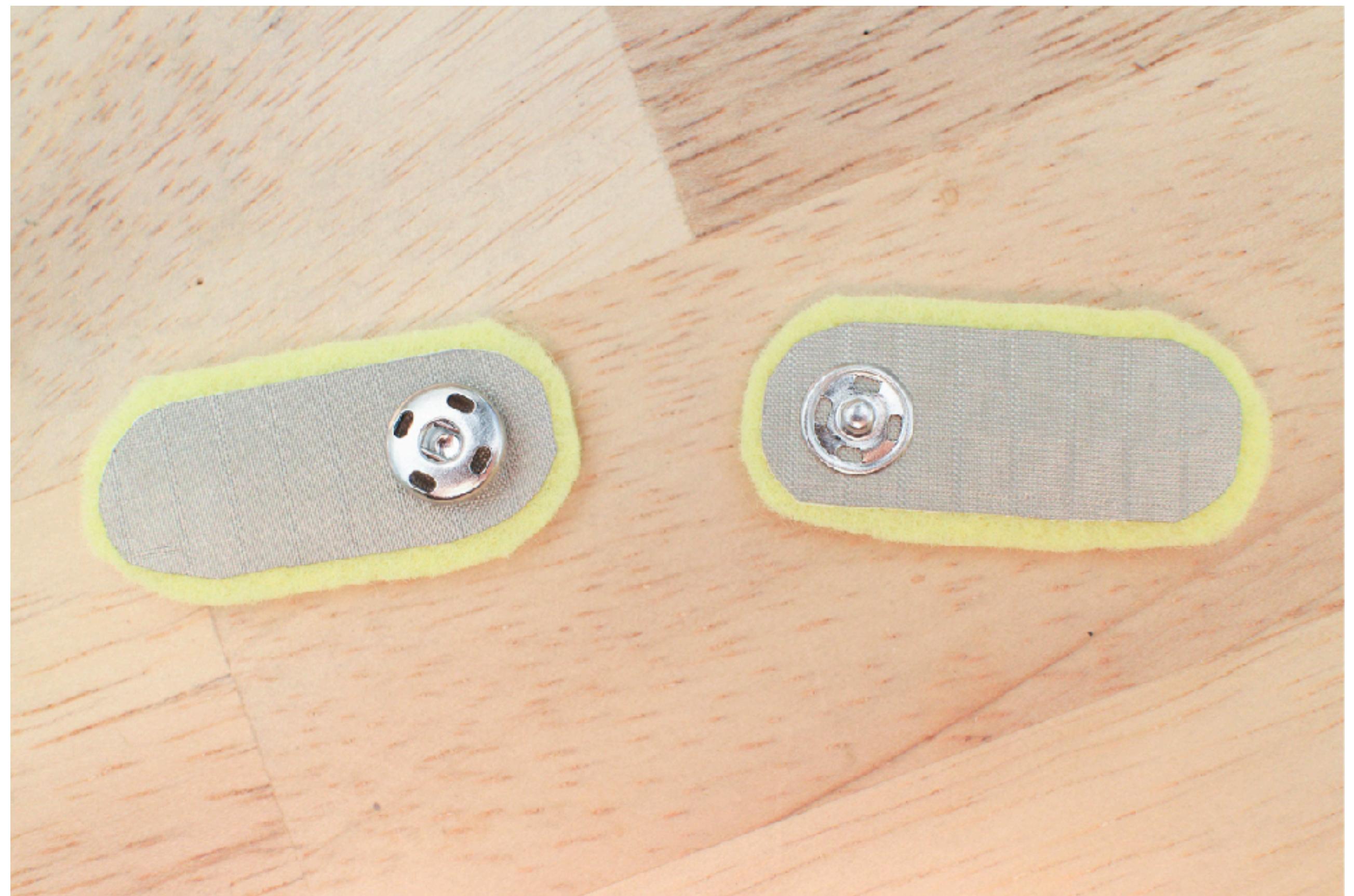
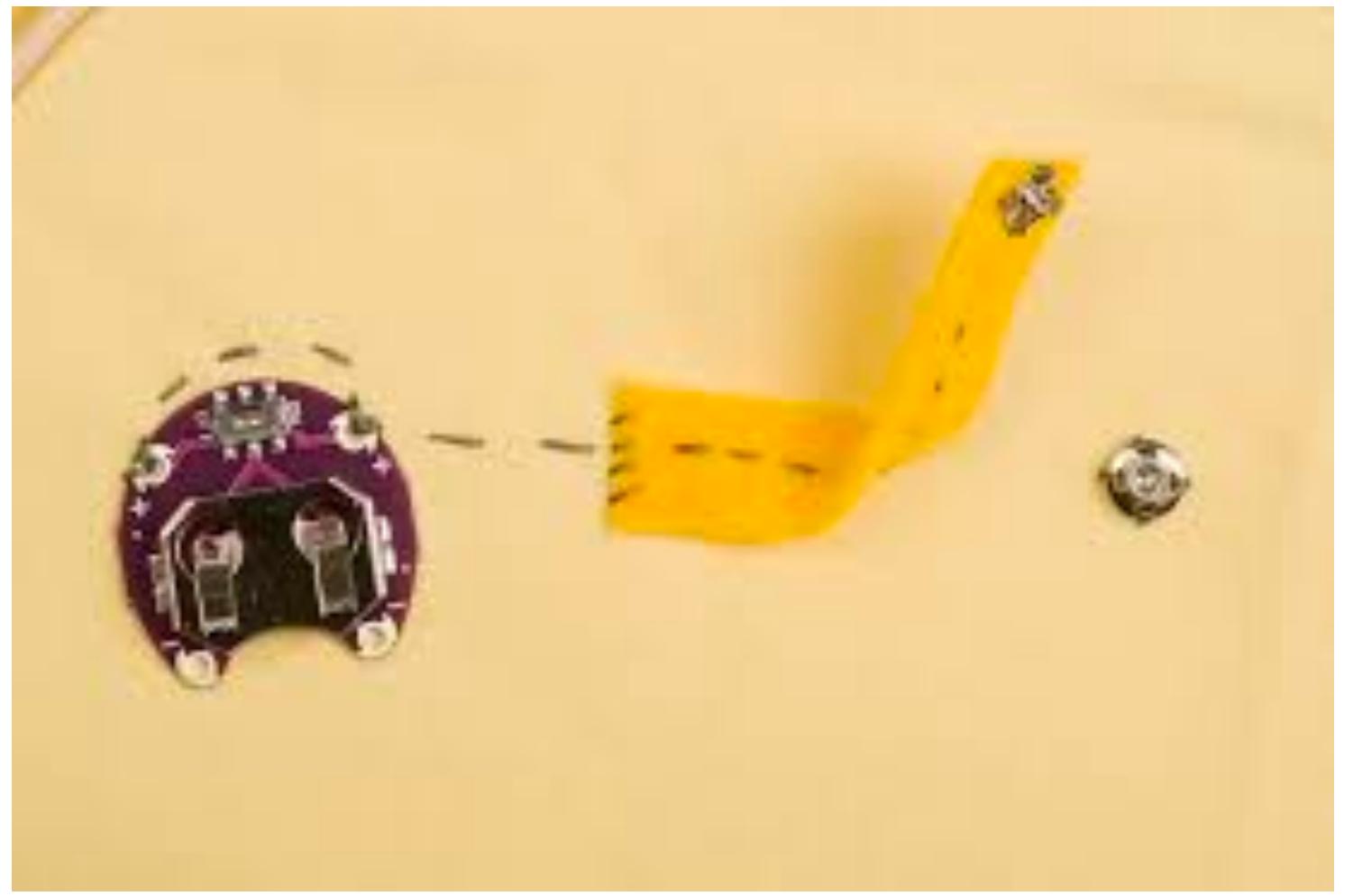
# Moisture/ Conductivity Sensor



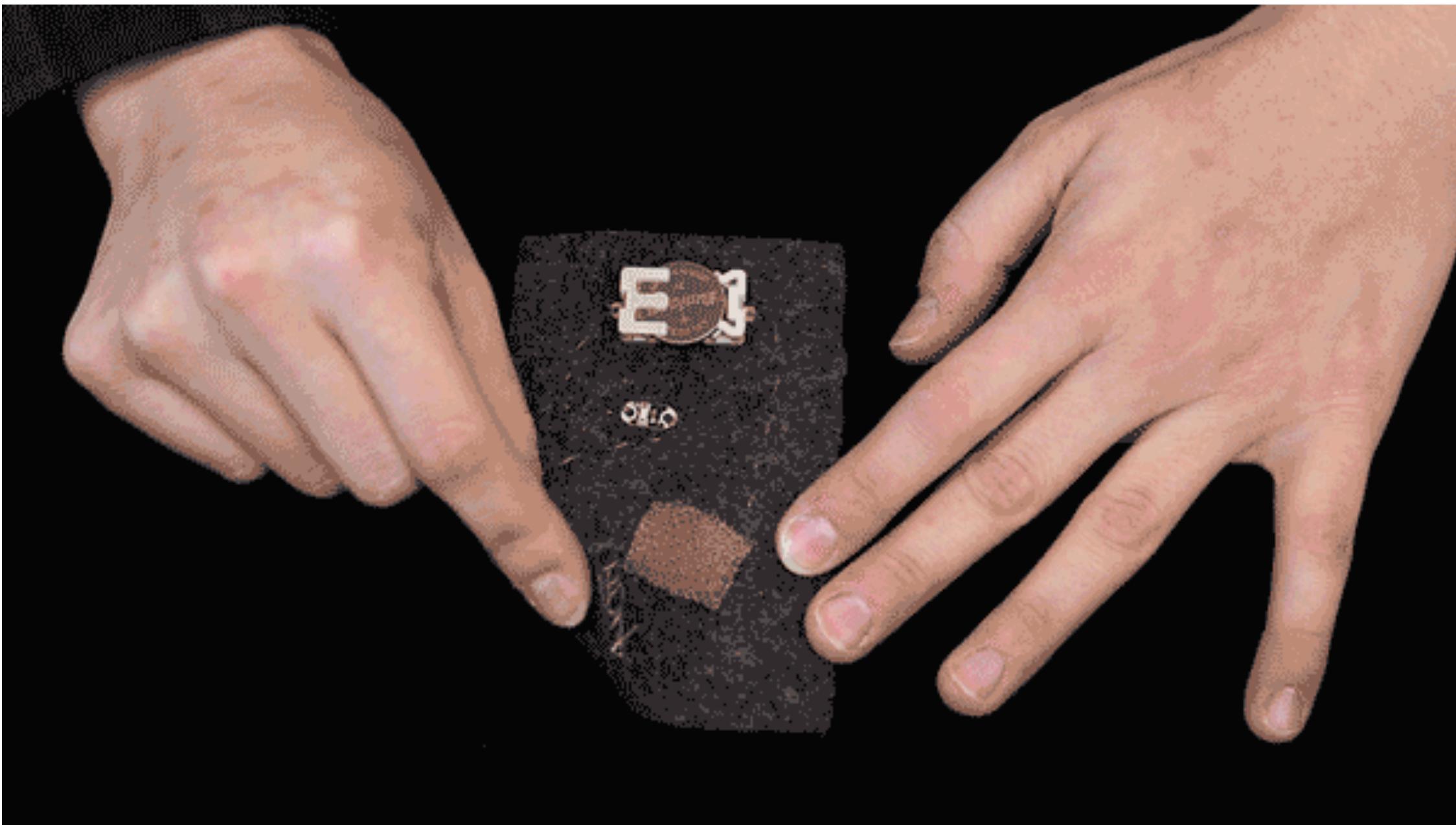
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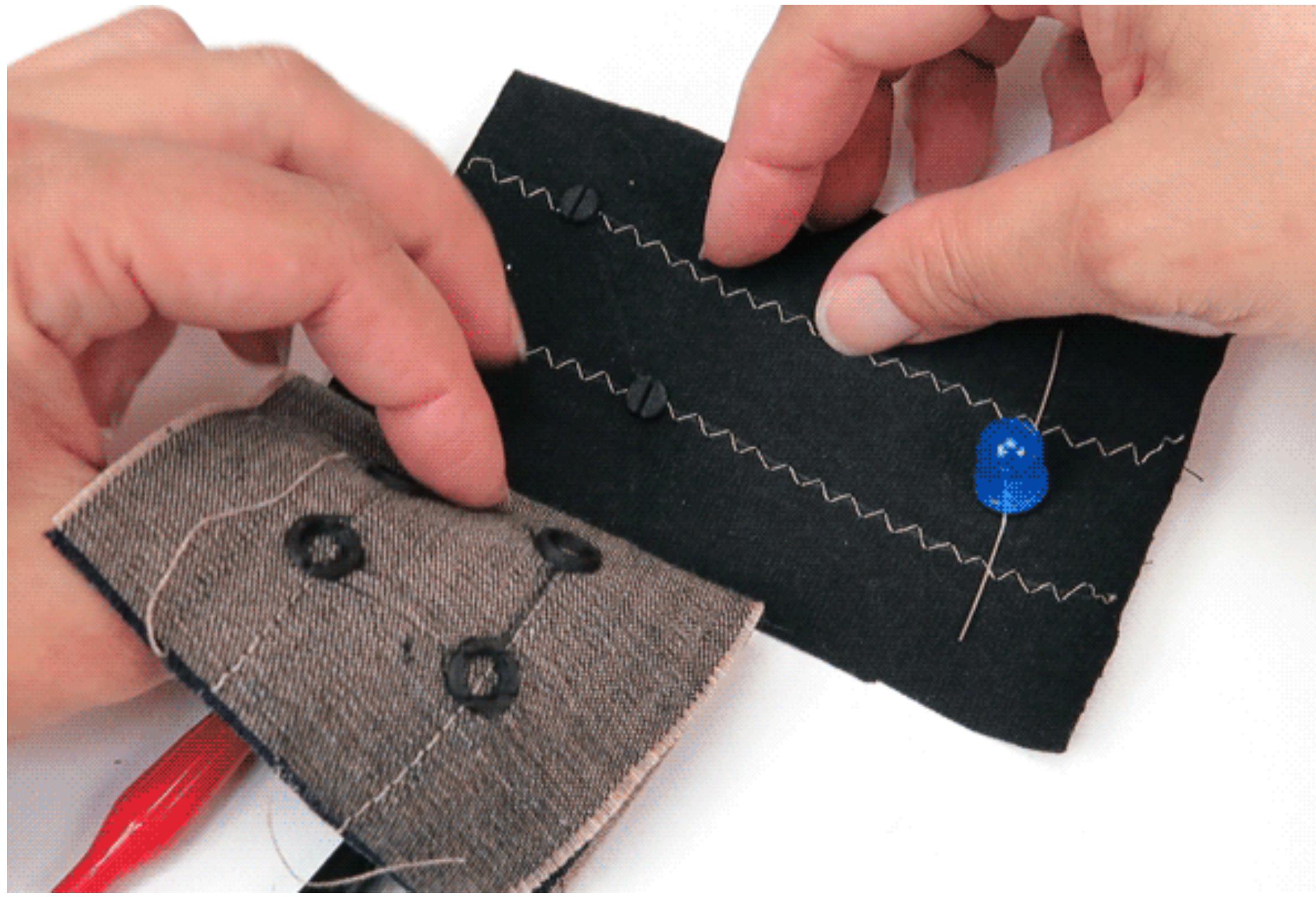
# Soft Switches



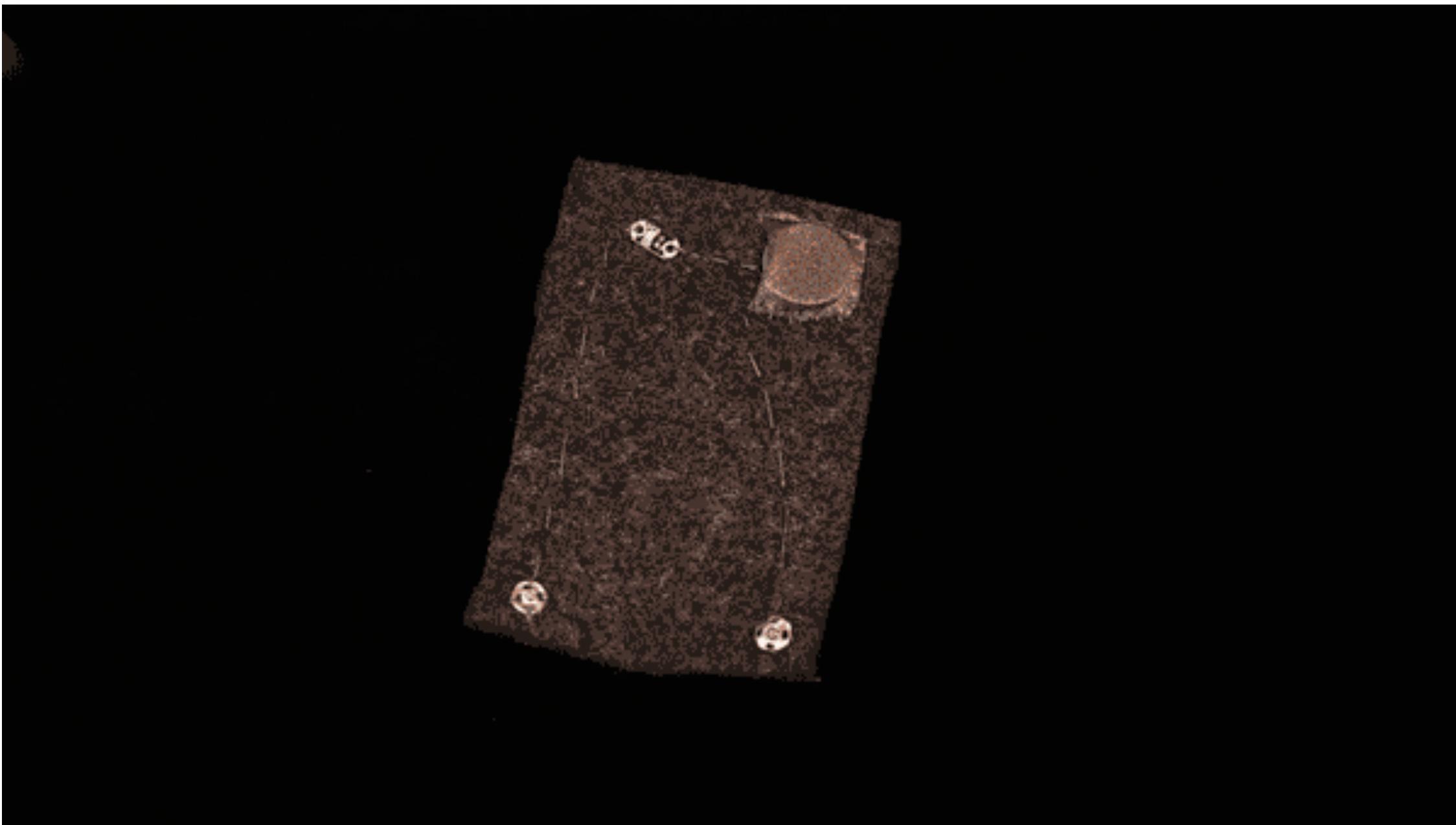


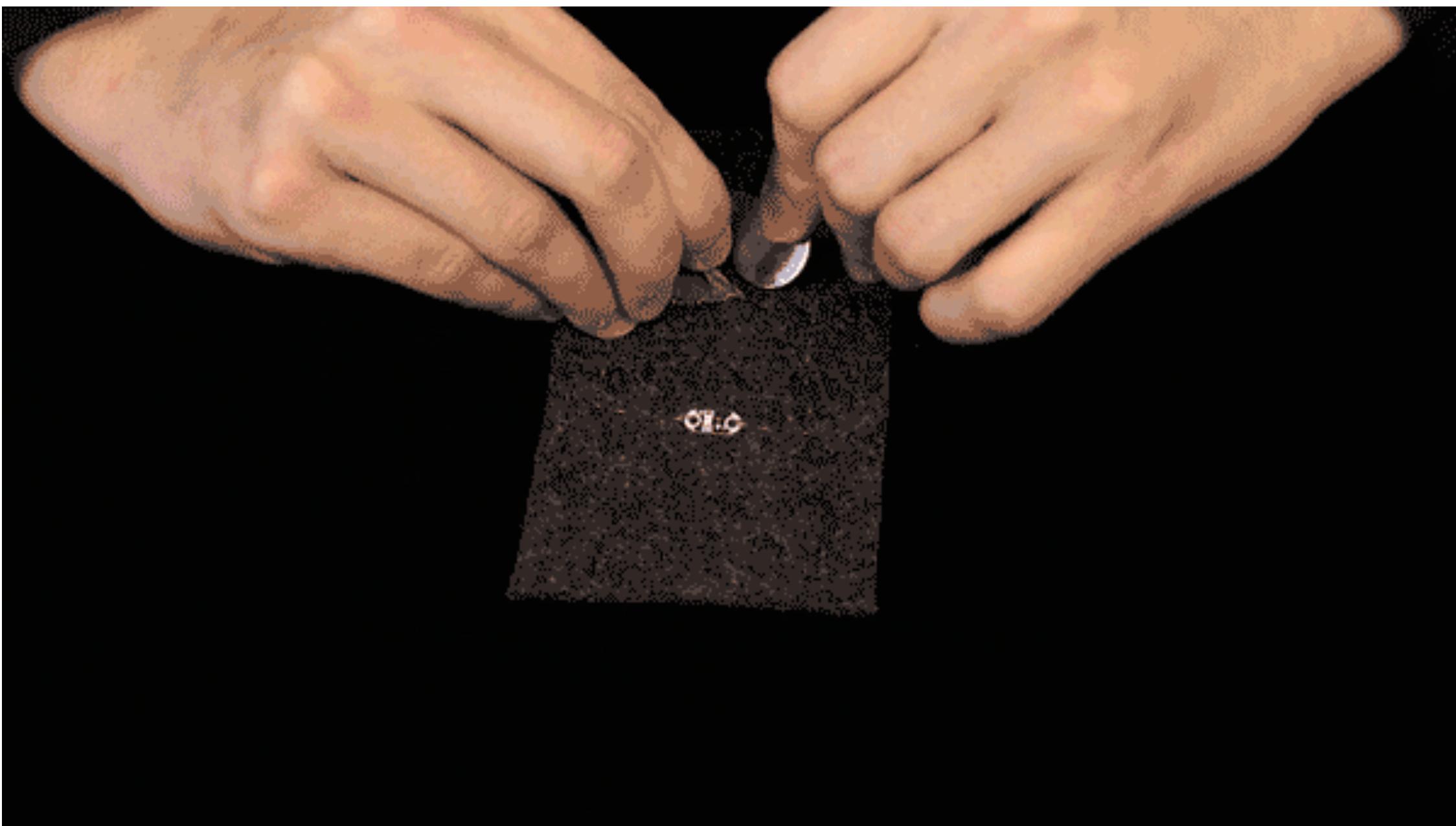
Magnetic Snaps





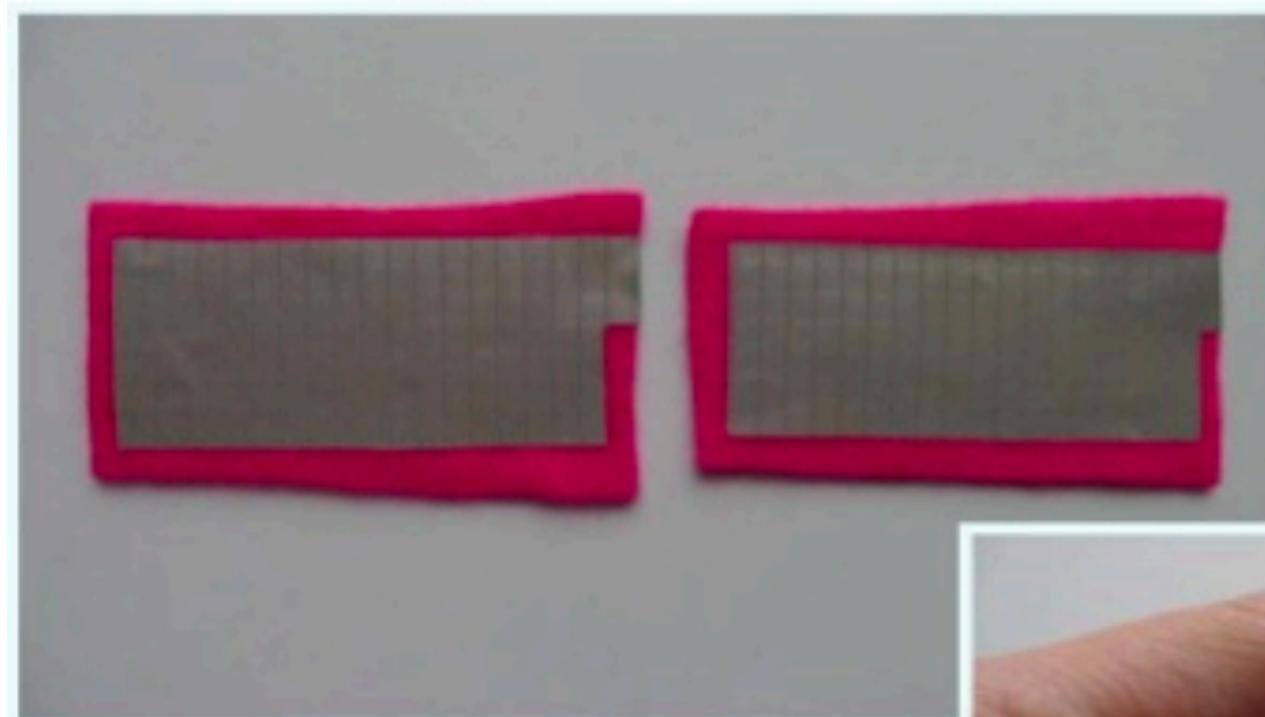
# Conductive snap fabric tutorial



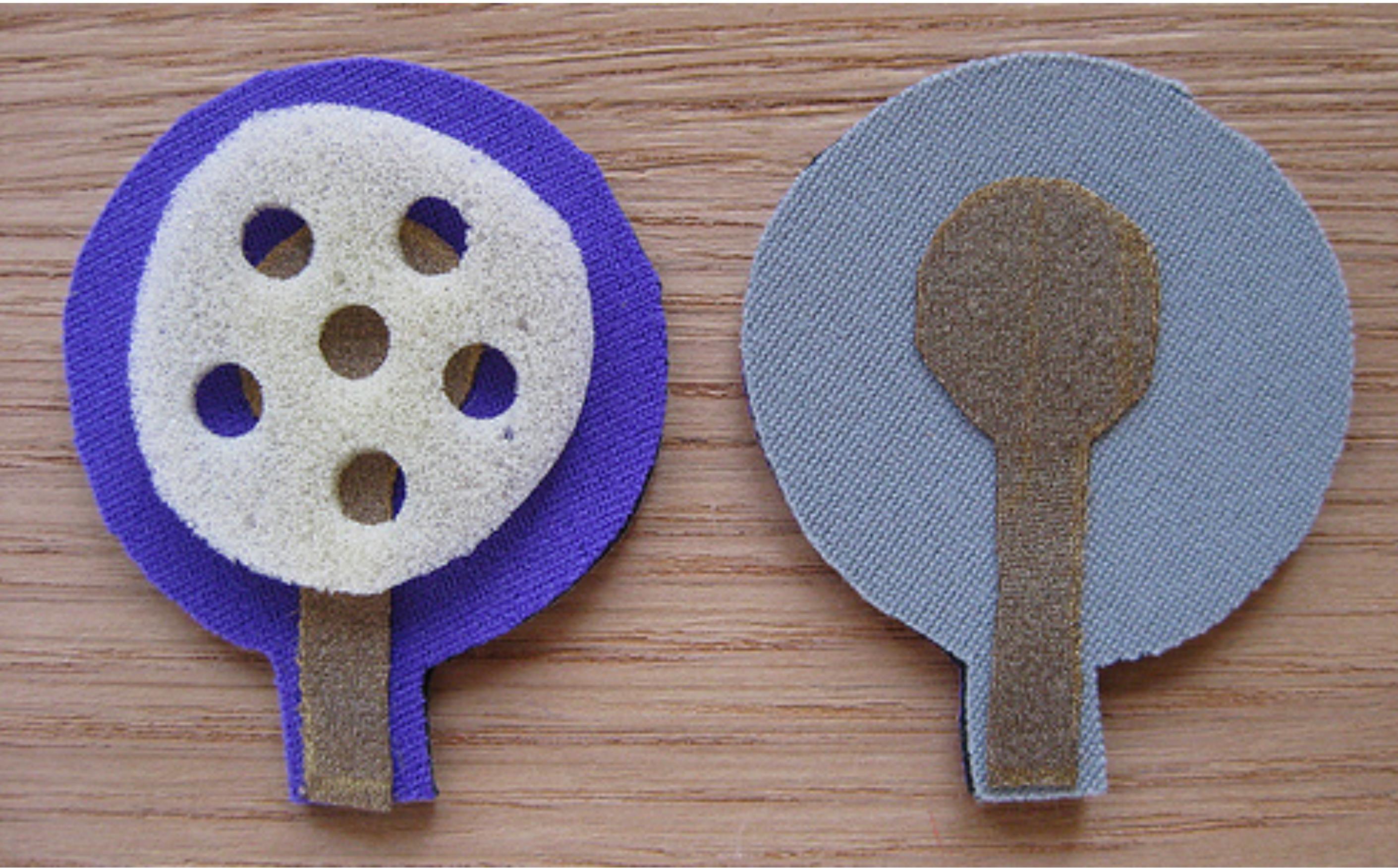




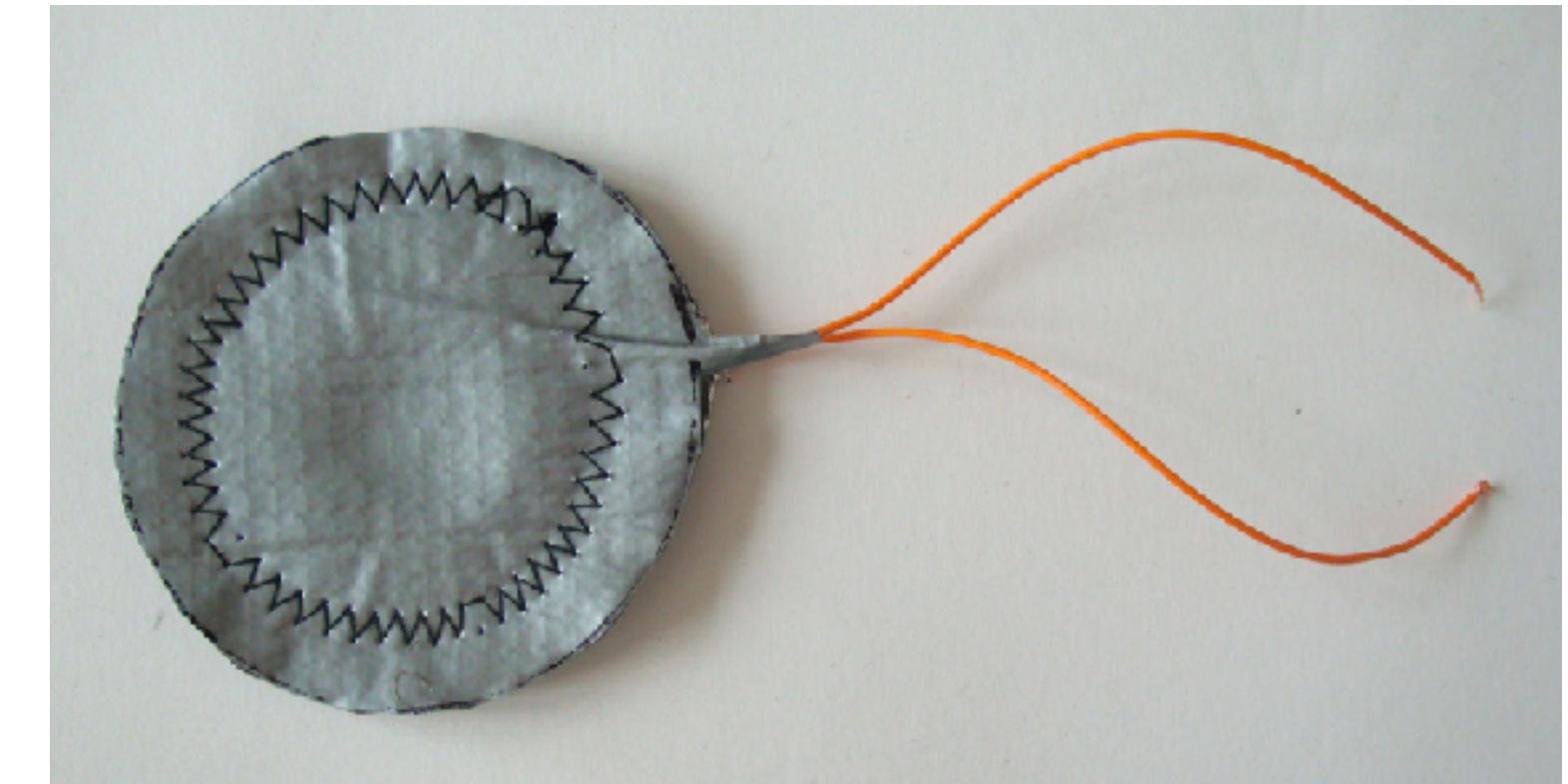
## **Build a fabric button**



<https://www.flickr.com/photos/plusea/3173880058>



Soft button

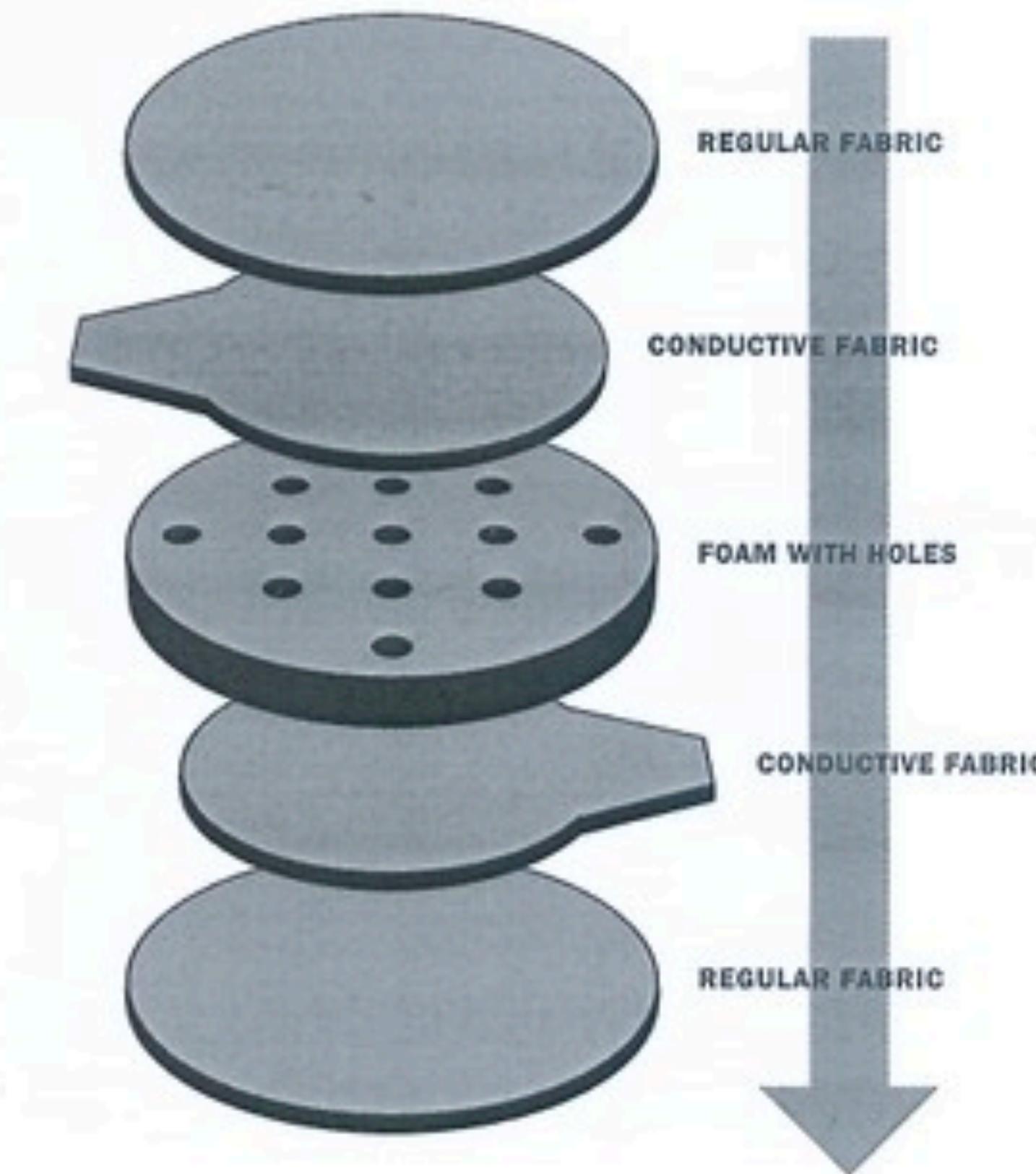


## TUTORIAL 1. SOFT SWITCH

1. Take the fabric pieces of your kit that are shown in the drawing. Place them in the correct order.
2. Take a multimeter and turn the dial to the setting that makes a noise when a connection is made. You know you've found the right setting when the multimeter squeaks when the metal parts of the red and black probe touch each other. Now place the probes of the multimeter on the two pieces of conductive fabric that stick out on either side. Now you are ready to test the soft button. If all is well you should only hear a noise from your multimeter when you push down on the button.
3. Now that you know your button works, sew all the layers together with regular thread.
4. Your soft switch is now ready to be used in a circuit. Look at the variation tip at the end of the led circuit tutorial if you want to use your button in this circuit.

Variation tip:

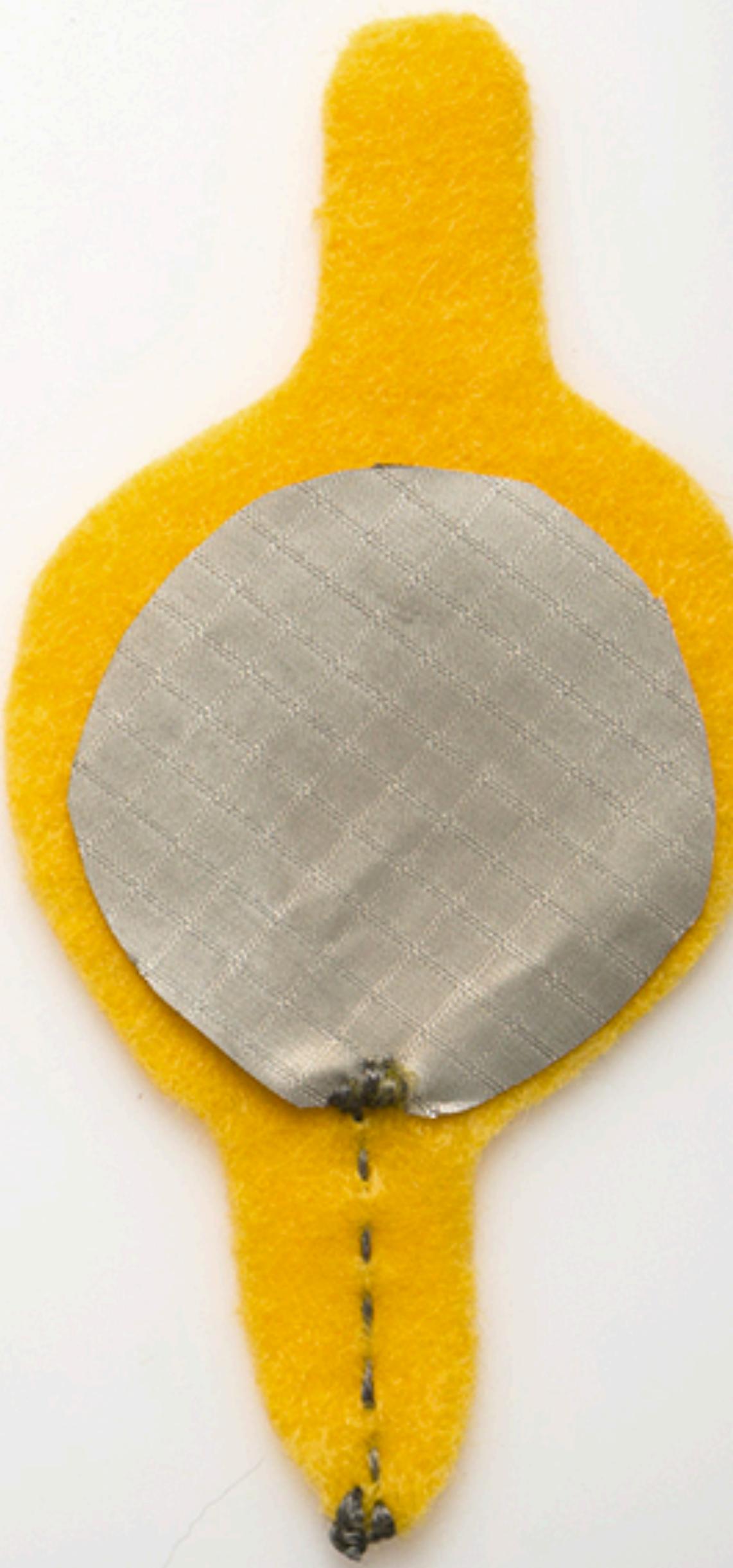
If you use Velostat (a black plastic) instead of the foam with holes between your two layers of conductive fabric then the resulting button is a pressure-and-bending sensor.





<https://learn.sparkfun.com/tutorials/lidk-experiment-4-make-your-own-button>





**Finger Tap sensor**



<http://www.kobakant.at/DIY/?p=6706>

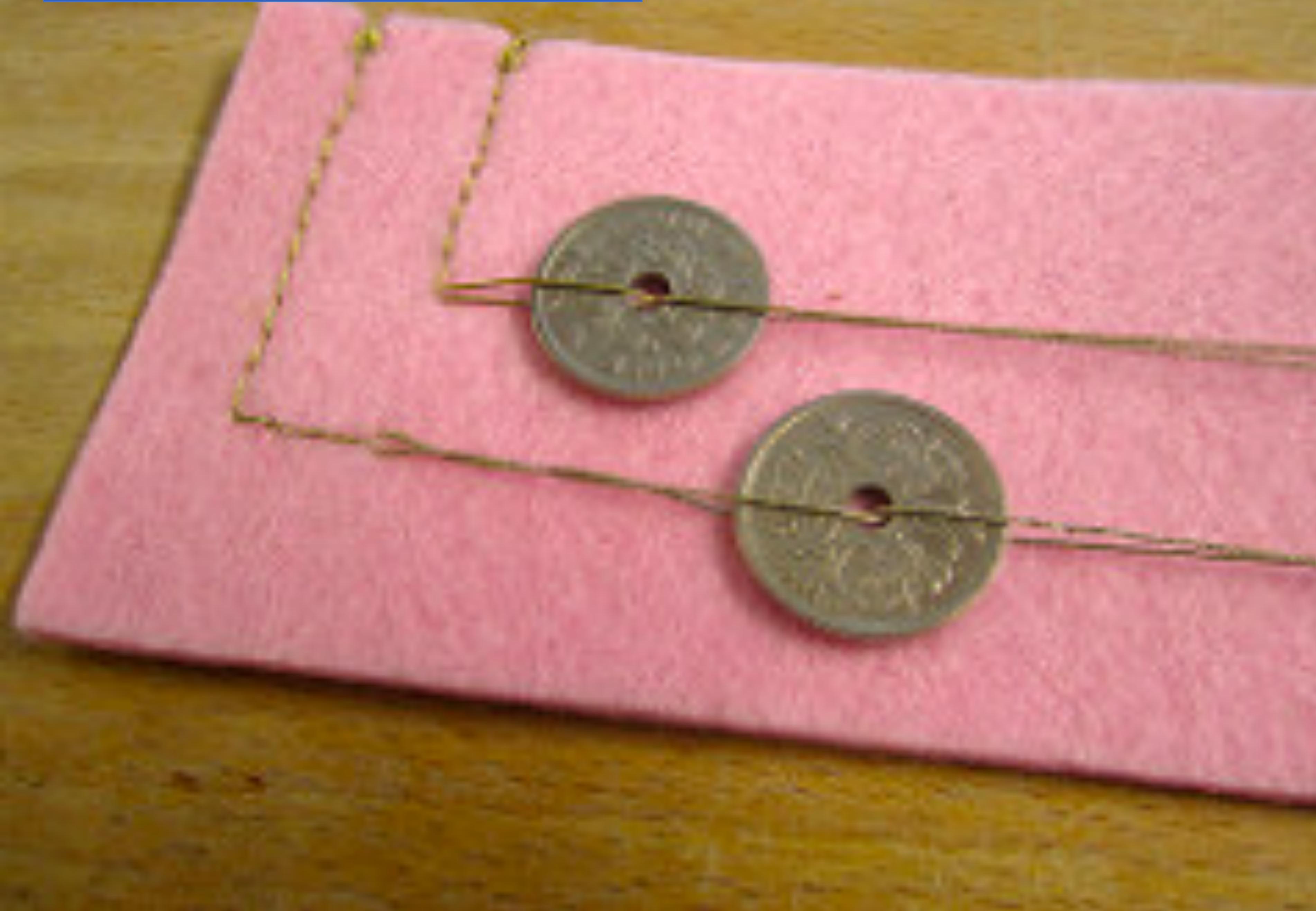
Wimper Switch

<http://www.kobakant.at/DIY/?p=5495>



<http://www.kobakant.at/DIY/?p=5053>

### Coin Switch

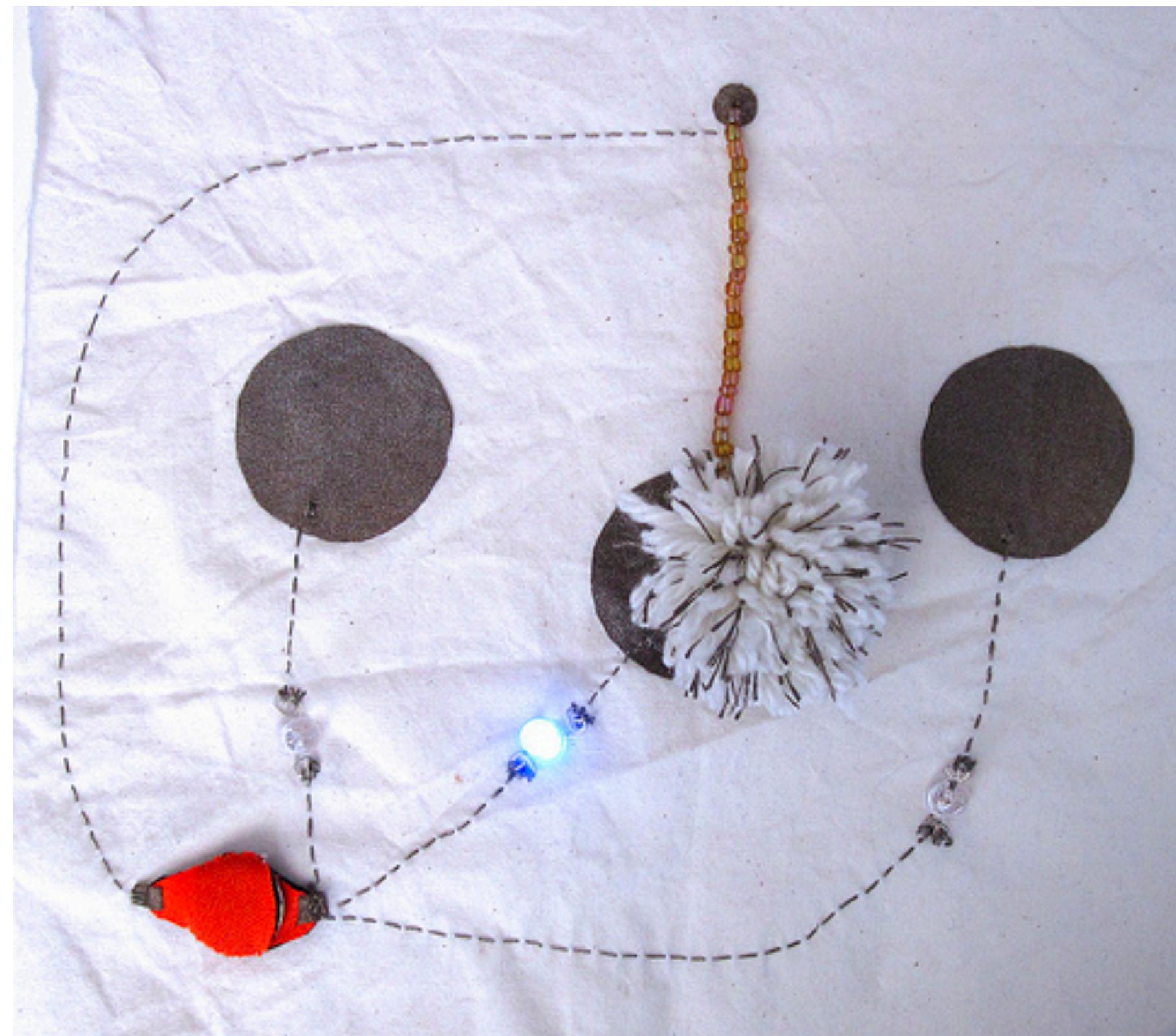


<http://www.kobakant.at/DIY/?p=2620>

Zipper Switch



## Pompom Tilt



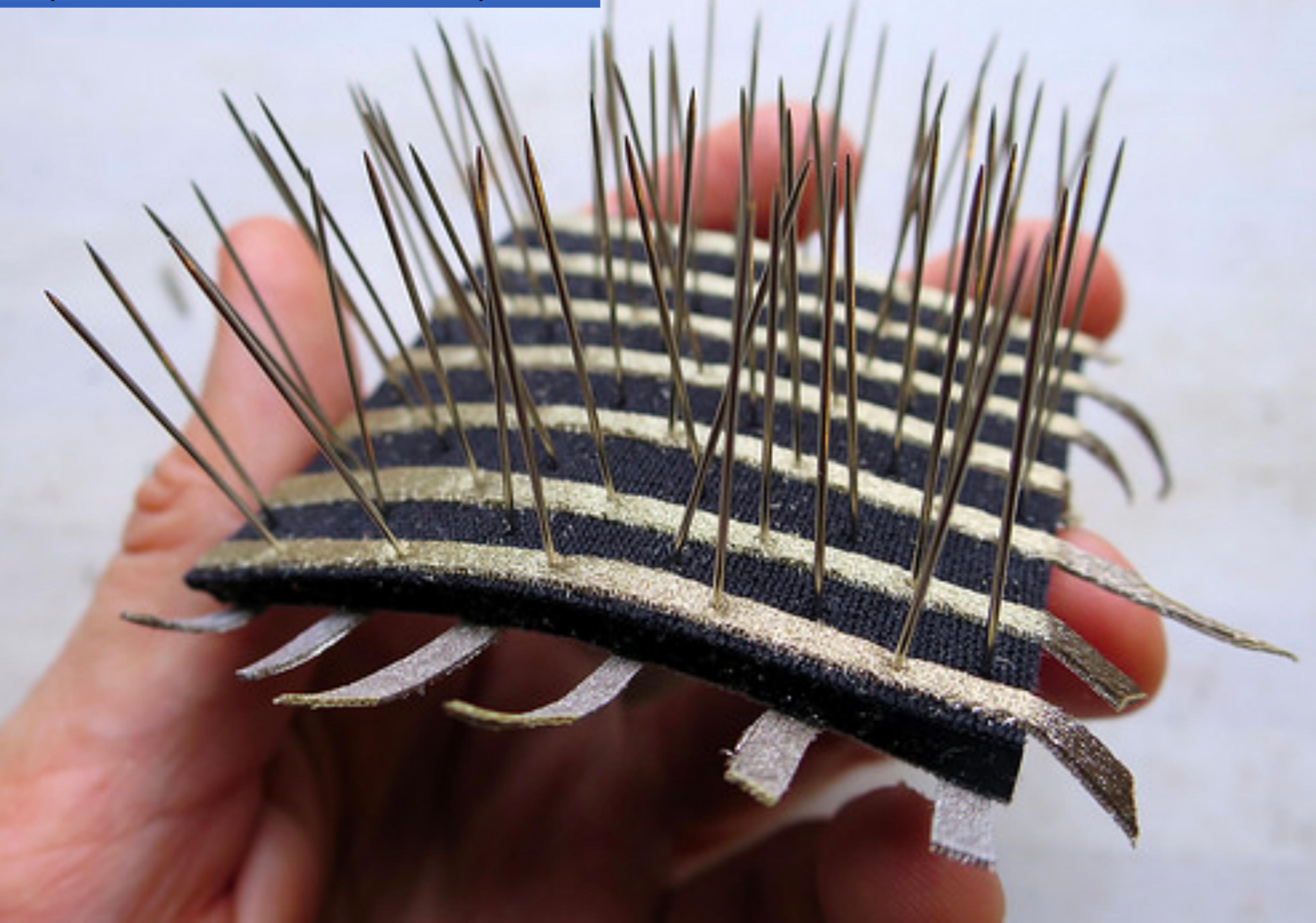


<http://www.kobakant.at/DIY/?p=4317>



<http://www.kobakant.at/DIY/?p=6237>

## Stroke Sensor







<https://www.kobakant.at/DIY/>



Vibration Motor



Buzzer

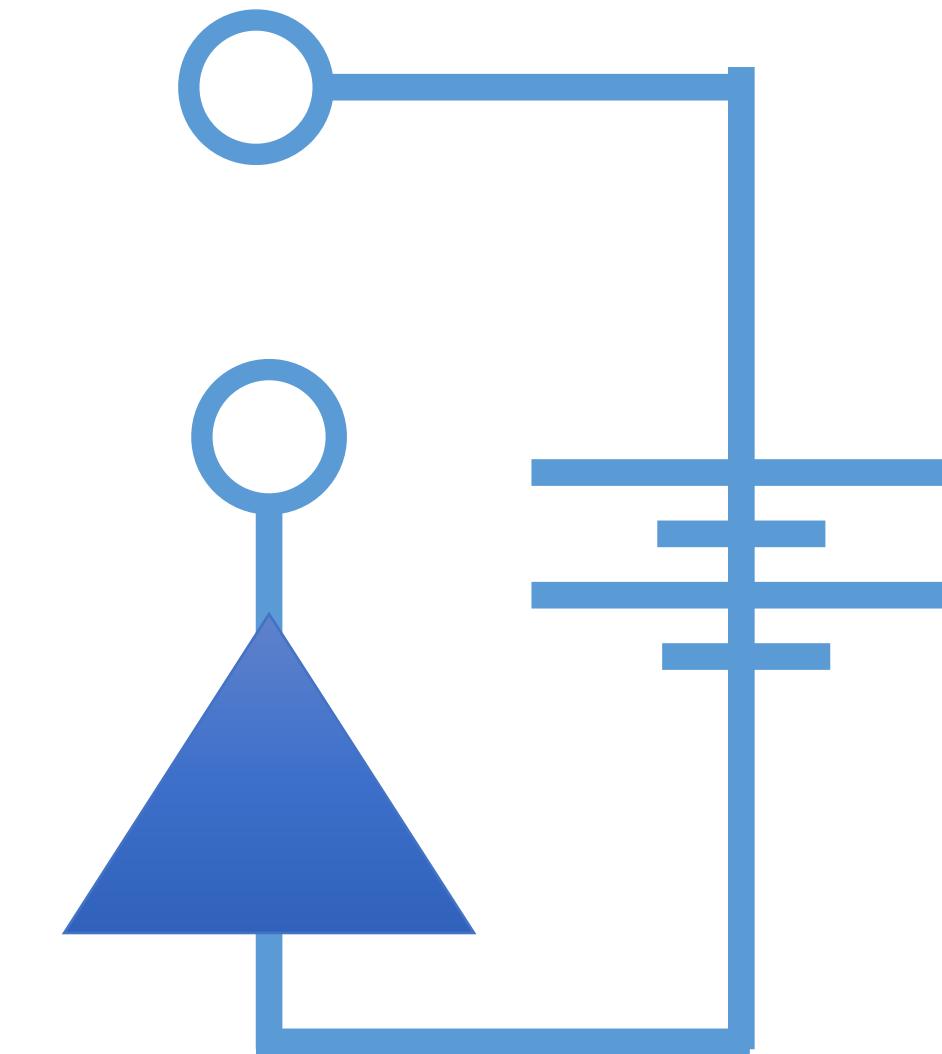
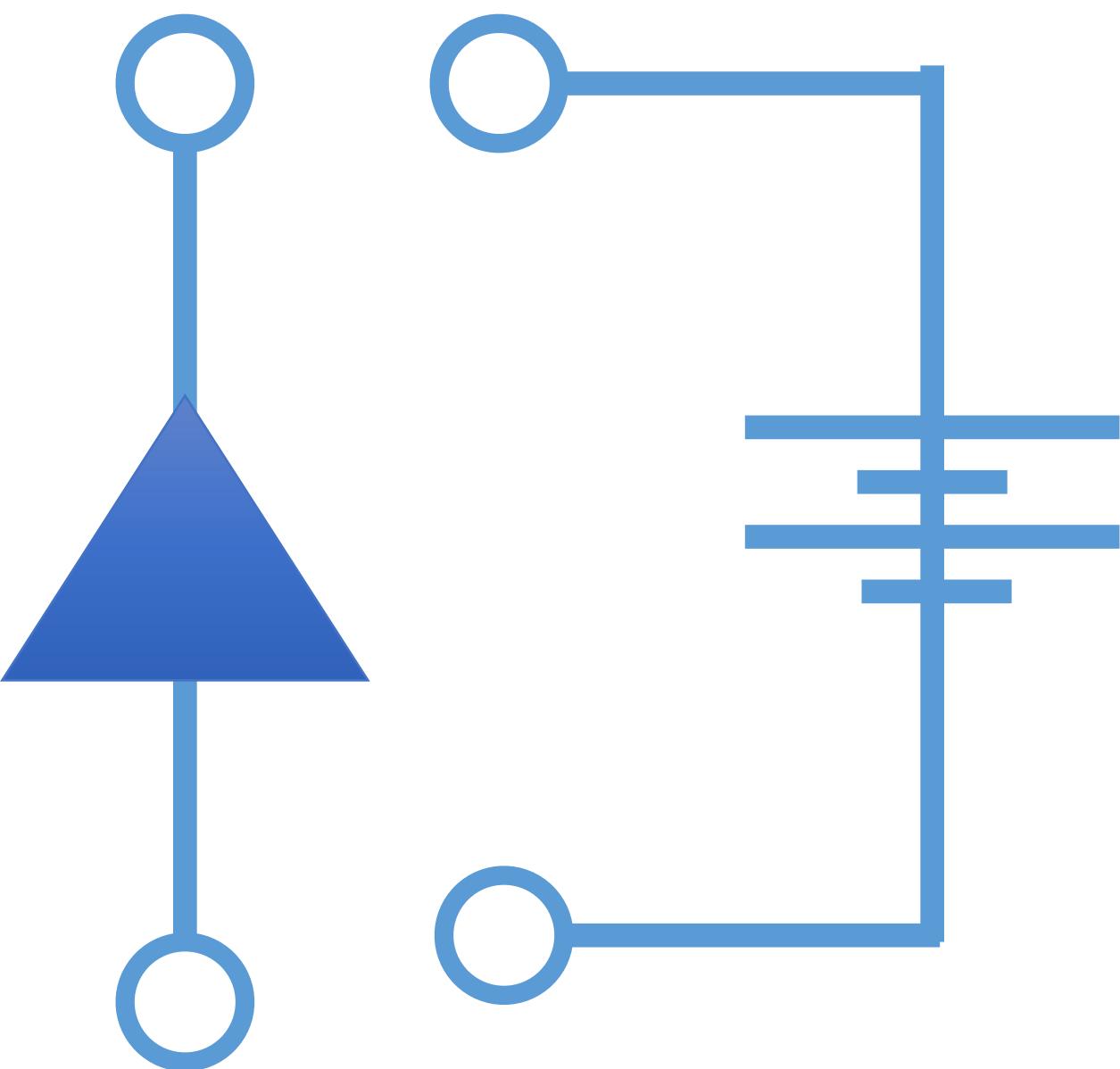
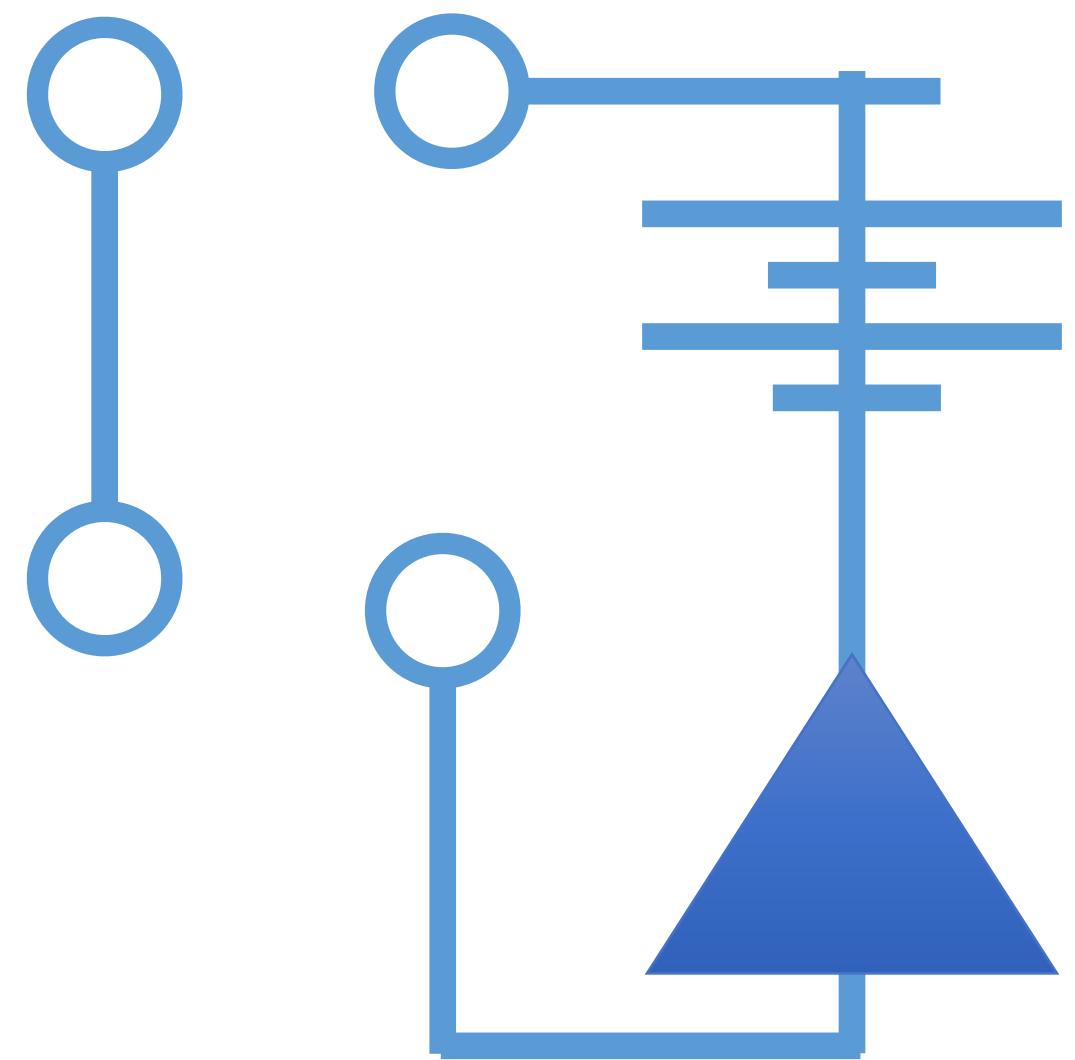
A woman with short brown hair, wearing a light-colored tank top, stands in a dense jungle. She has her hands raised, and bright blue energy fields or glowing particles are visible around her arms and torso. A skull tattoo is on her left upper arm. She is looking upwards and slightly to the right with a neutral expression.

# Switches On The Body

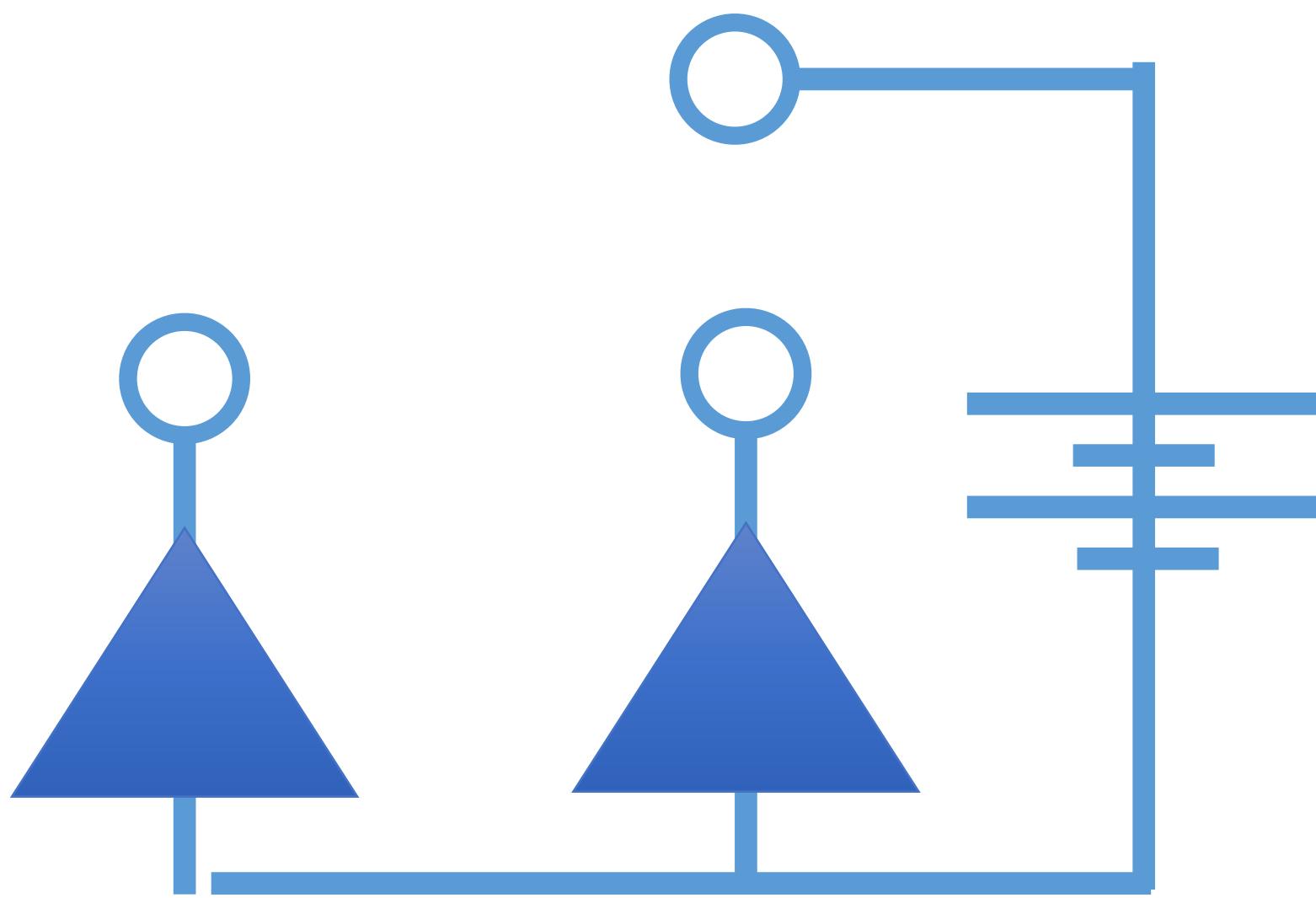
A photograph of two individuals in a dense jungle environment. Both individuals have their skin painted with a vibrant blue color. The person on the left is wearing a light-colored, short-sleeved button-down shirt and has their right hand raised, palm facing forward. The person on the right is wearing a dark tank top and a patterned bandana, and is holding a glowing blue smartphone. Numerous glowing blue light trails are visible, particularly around the hands and phone, suggesting motion or data flow. The background is filled with large green leaves and trees.

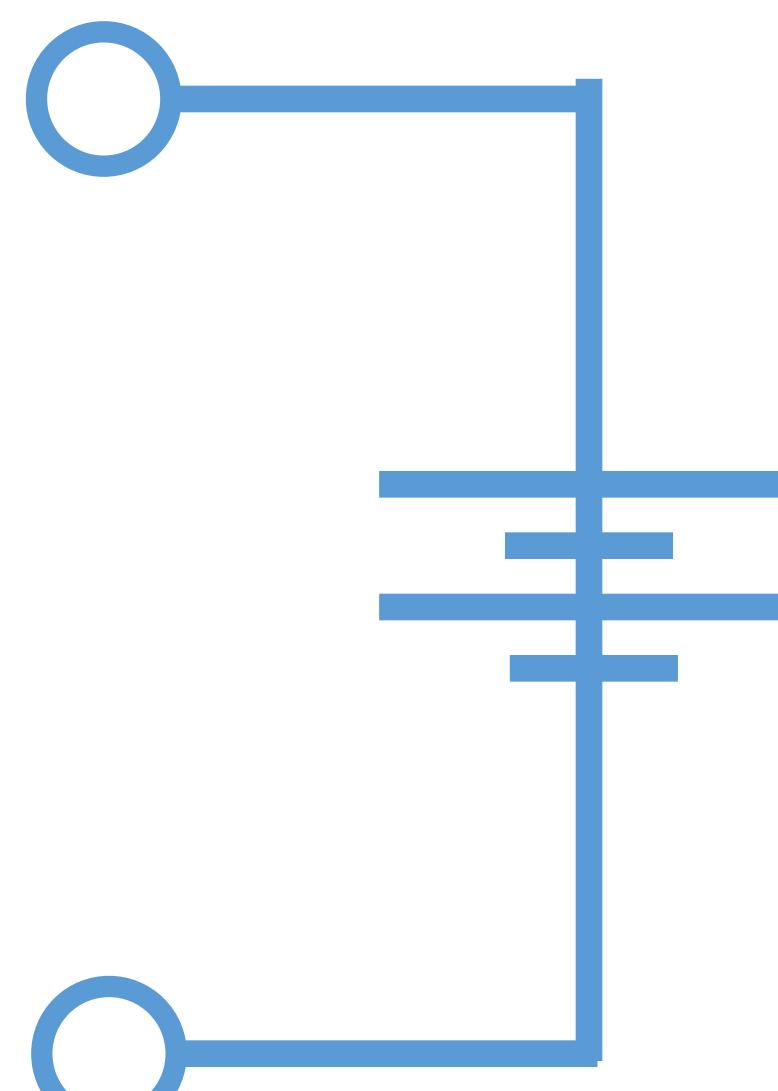
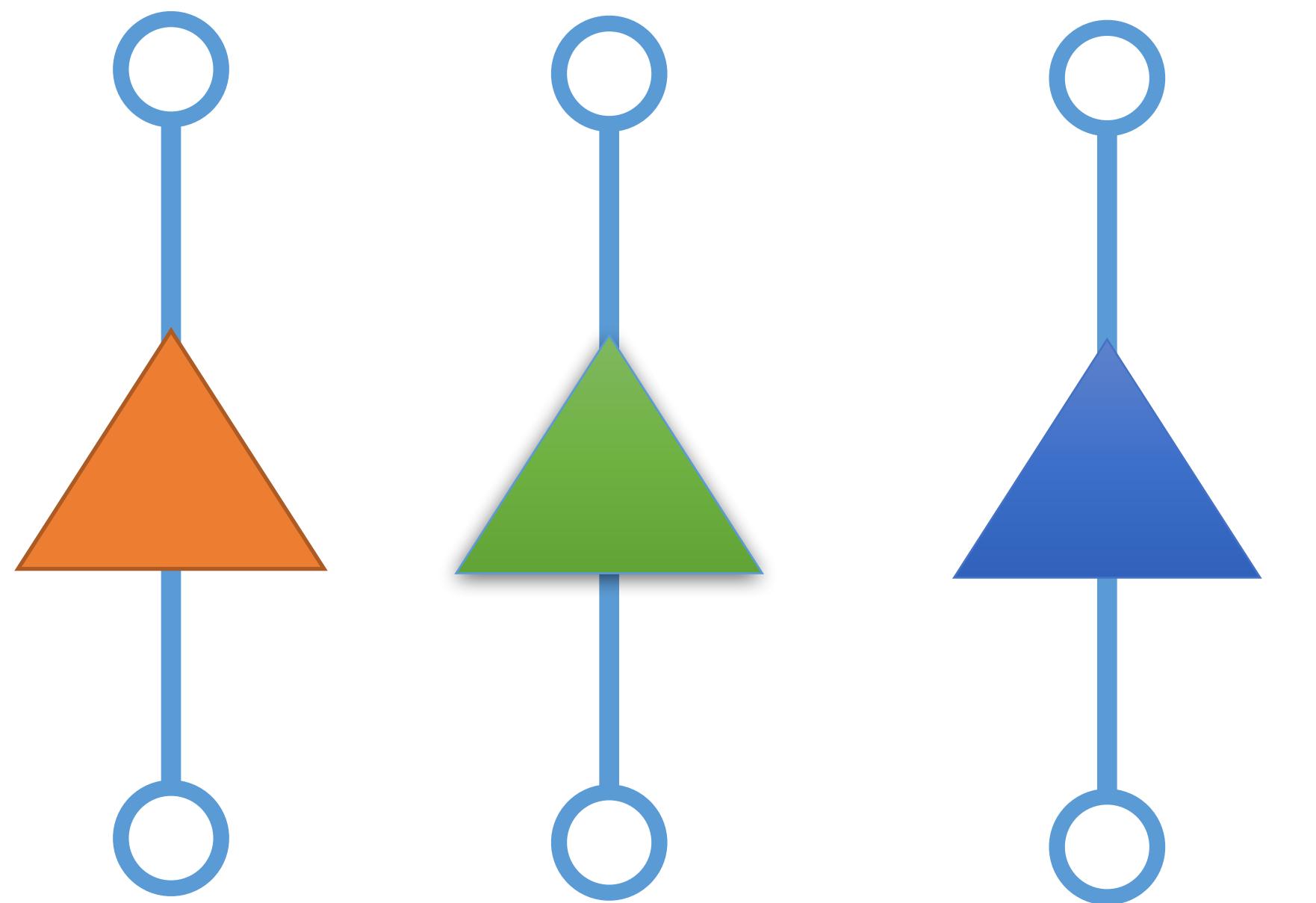
# Collaborative Sensing

# SPST



# SPDT





# Debugging

RESET

GND

V<sub>BATT</sub>

#21

3A4

#5

O#0

A#3

#4

#19

GND

#6

#12

B#1

3A4

O#1

A#2

#1

#18

GND

#7

#13

#10

3A4

O#2

A#1

#9

3A4

GND

#8

#14

#8

3A4

O#3

A#4

#17

3A4

GND

#9

#15

#9

3A4

O#4

A#5

#16

3A4

GND

#10

#16

#10

3A4

O#5

A#6

#15

3A4

GND

#11

#17

#11

3A4

O#6

A#7

#14

3A4

GND

#12

#18

#12

3A4

O#7

A#8

#13

3A4

GND

#13

#19

#13

3A4

O#8

A#9

#12

3A4

GND

#14

#20

#14

3A4

O#9

A#10

#11

3A4

GND

#15

#21

#15

3A4

O#10

A#11

#10

3A4

GND

#16

#22

#16

3A4

O#11

A#12

#9

3A4

GND

#17

#23

#17

3A4

O#12

A#13

#8

3A4

GND

#18

#24

#18

3A4

O#13

A#14

#7

3A4

GND

#19

#25

#19

3A4

O#14

A#15

#6

3A4

GND

#20

#26

#20

3A4

O#15

A#16

#5

3A4

GND

#21

#27

#21

3A4

O#16

A#17

#4

3A4

GND

#22

#28

#22

3A4

O#17

A#18

#3

3A4

GND

#23

#29

#23

3A4

O#18

A#19

#2

3A4

GND

#24

#30

#24

3A4

O#19

A#20

#1

3A4

GND

#25

#31

#25

3A4

O#20

A#21

#0

3A4

GND

#26

#32

#26

3A4

O#21

A#22

#1

3A4

GND

#27

#33

#27

3A4

O#22

A#23

#2

3A4

GND

#28

#34

#28

3A4

O#23

A#24

#3

3A4

GND

#29

#35



**the blinky lights are doing  
weird shit again**

# If its not working...

## Look for short circuits

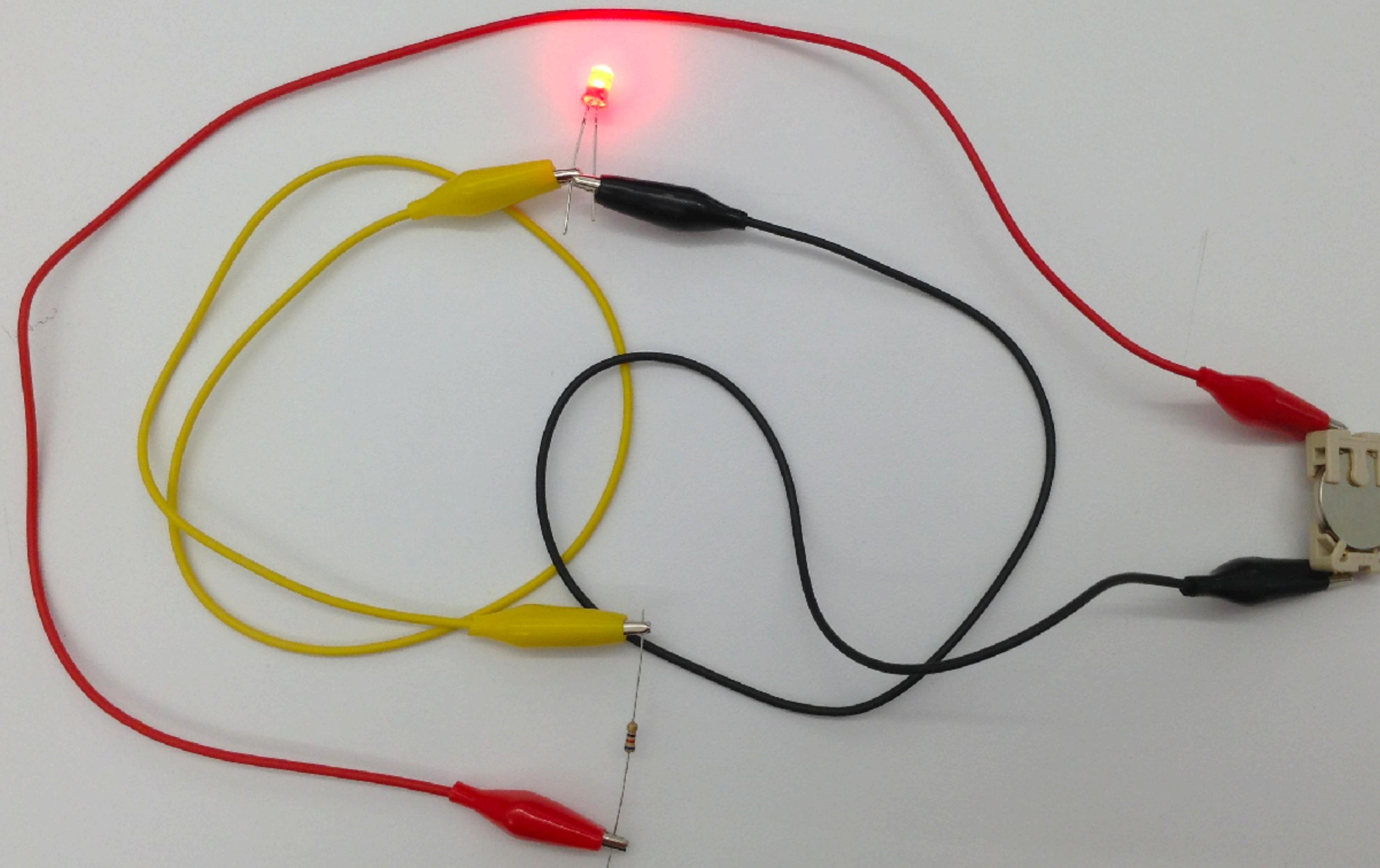
If any exposed part of your circuit is touching, the electricity will skip the load and go back to the battery.

## Check the battery

Try a new battery! If you've been using it a lot, or if your battery has been shorting, it might be dead.

## Check the power consumption

Maybe your circuit is using too much power for the battery. You can do some basic math to calculate this.





**Electricity is lazy, it will  
alway try and find the  
fastest way to get back  
to the battery and skip  
the circuit**

# Lets make some switches!

- Get in groups of 2-4

Make a switch that is on one body

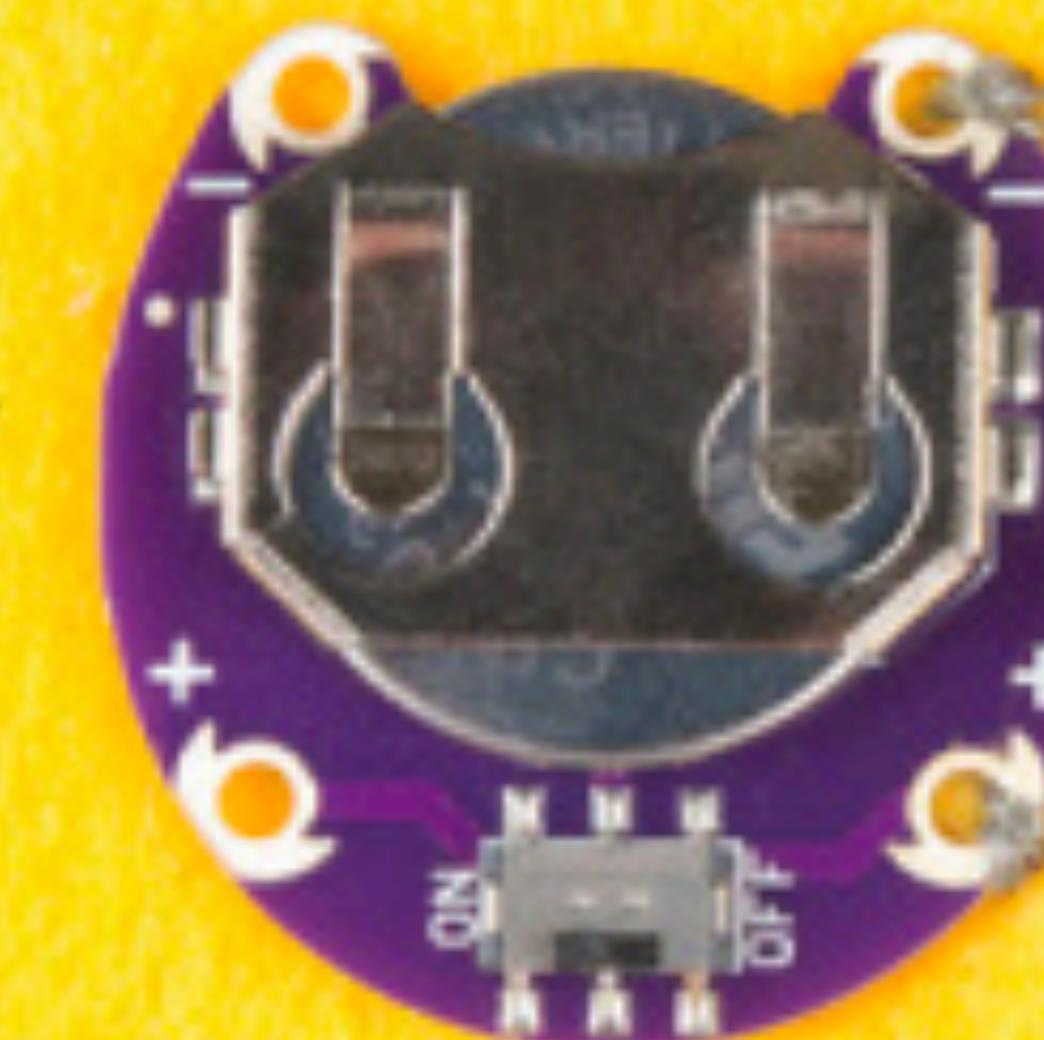
Make a switch that is between two people

Make a switch that is between a body and an item in the environment

Coin Cell  
Battery Holder

Conductive Thread

Coin Cell Battery

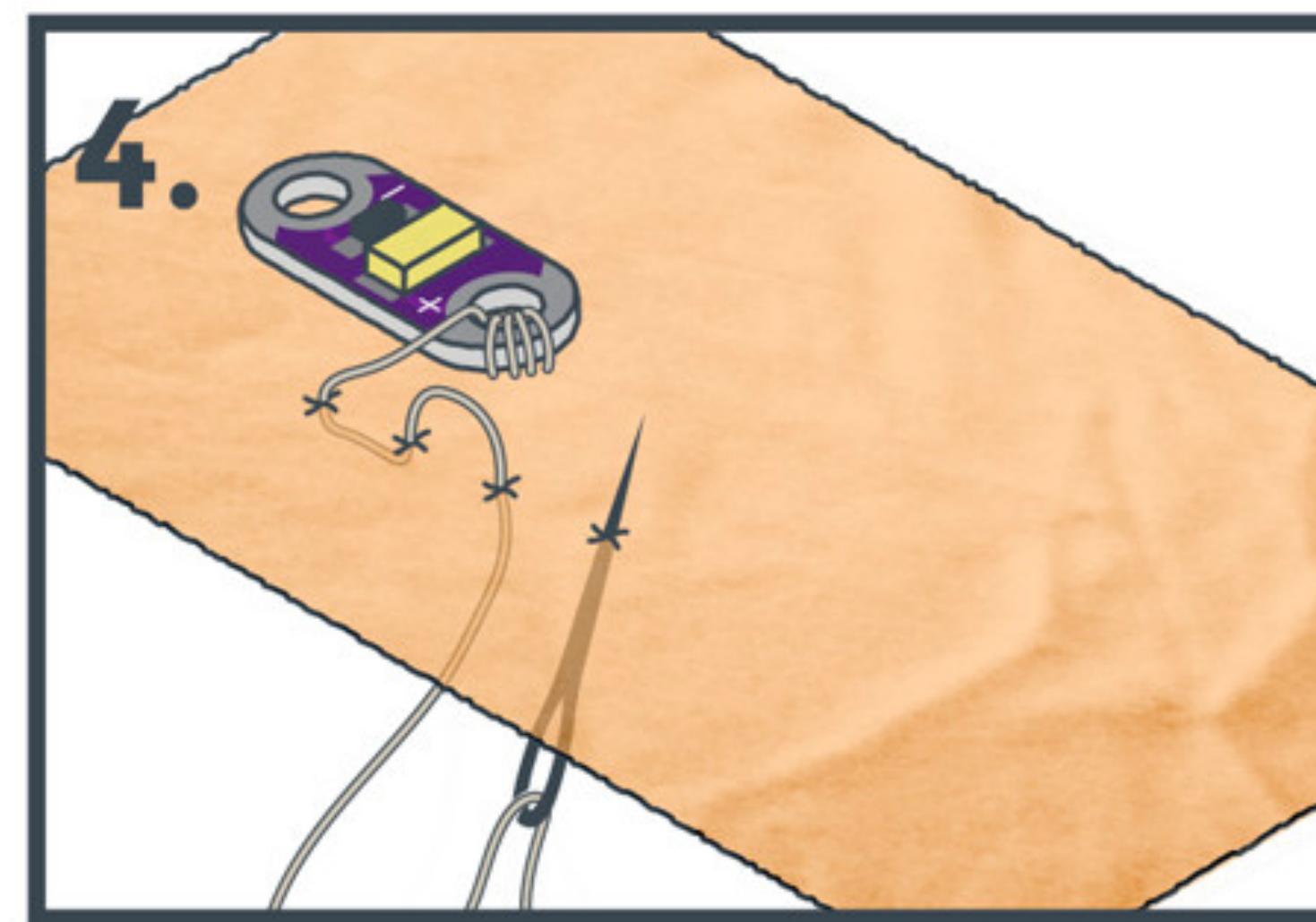
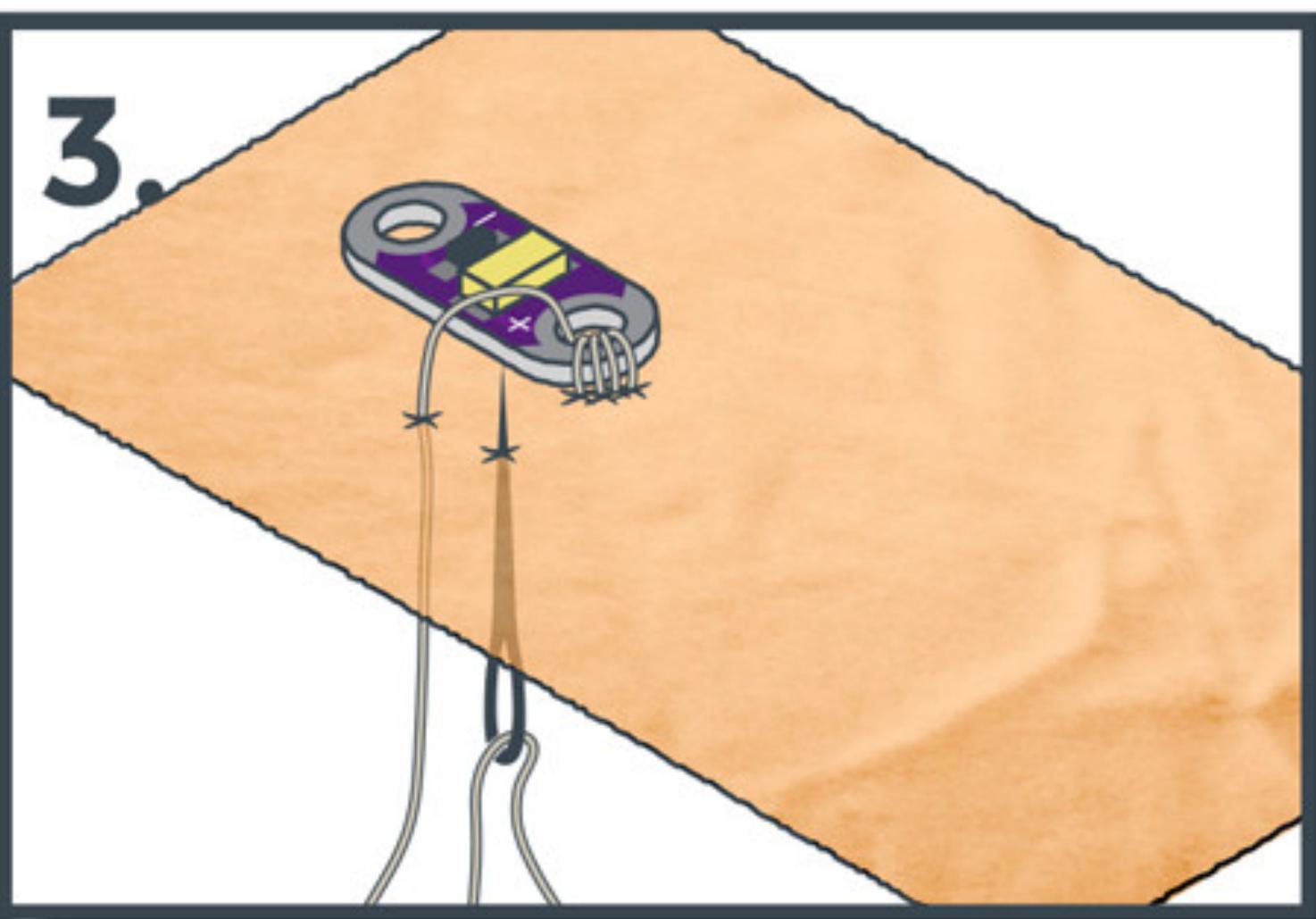
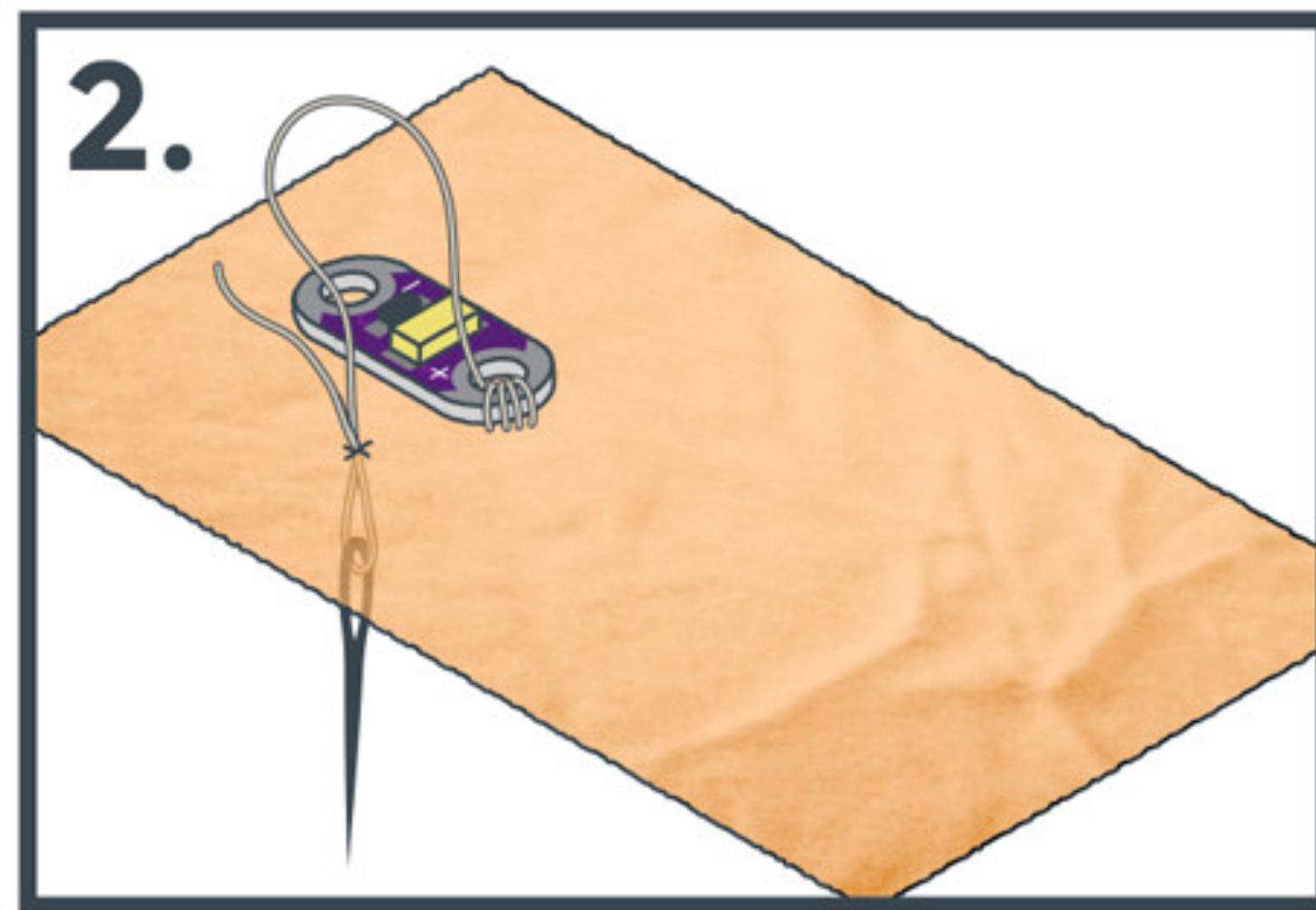
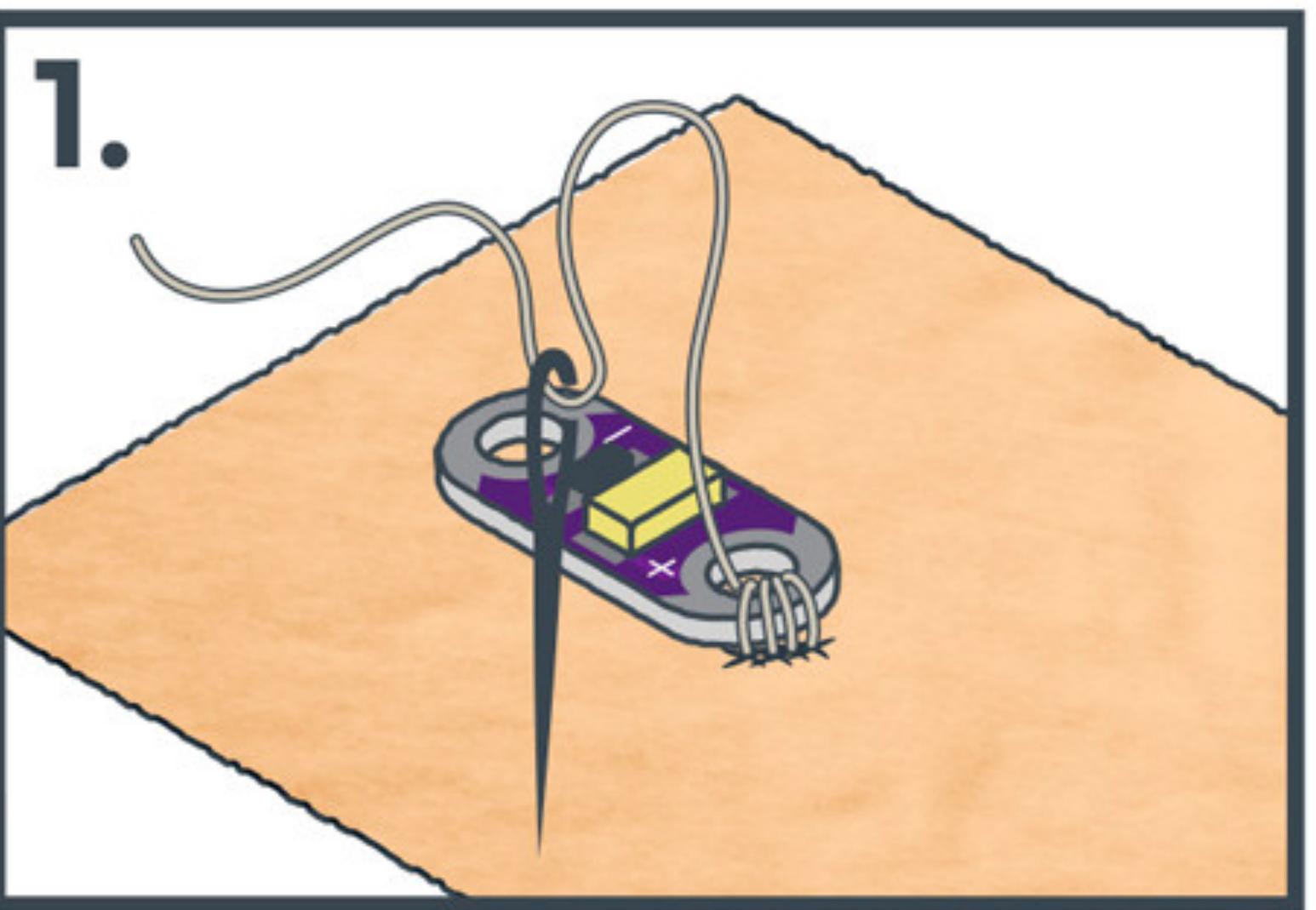


LilyPad LED

Always test your circuit before with  
Alligator clips

<https://learn.sparkfun.com/tutorials/lilypad-basics-e-sewing/all>

Parts of a LilyPad Circuit





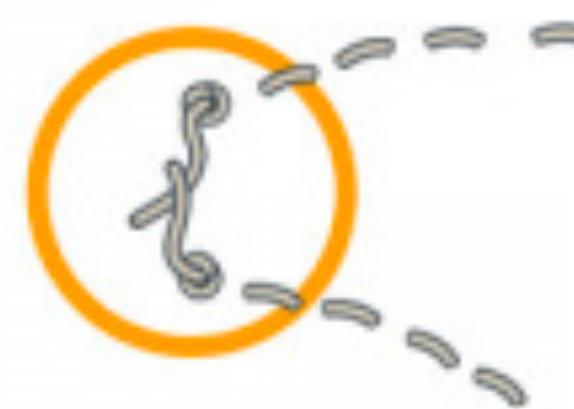
**I'M NOT LAZY,**



**I'M JUST ON "ENERGY-SAVER" MODE.**

### CHECK FOR SHORT CIRCUITS

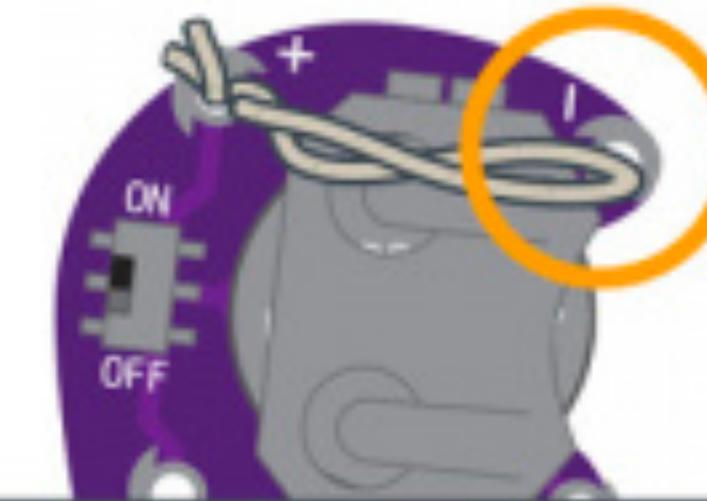
KNOT TAIL  
IS TOUCHING



OVERLAPPING  
STITCHES



THREAD IS TOUCHING  
ANOTHER PART OF  
BOARD

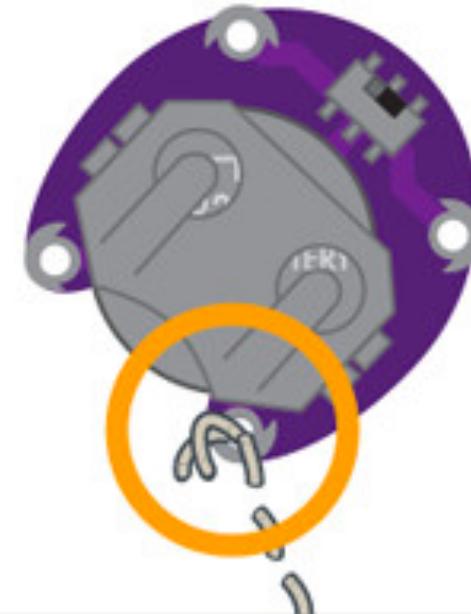


STITCHING ACROSS  
A COMPONENT

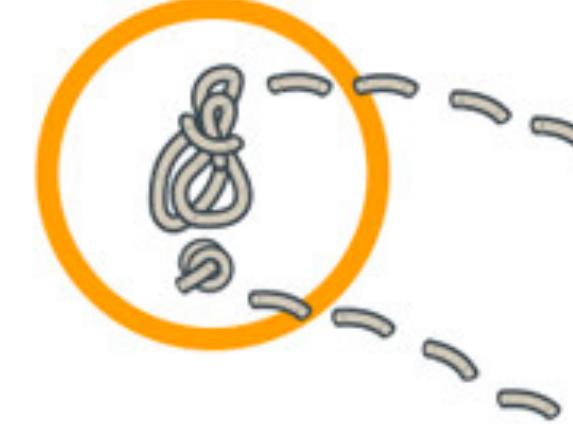


### CHECK FOR LOOSE CONNECTIONS

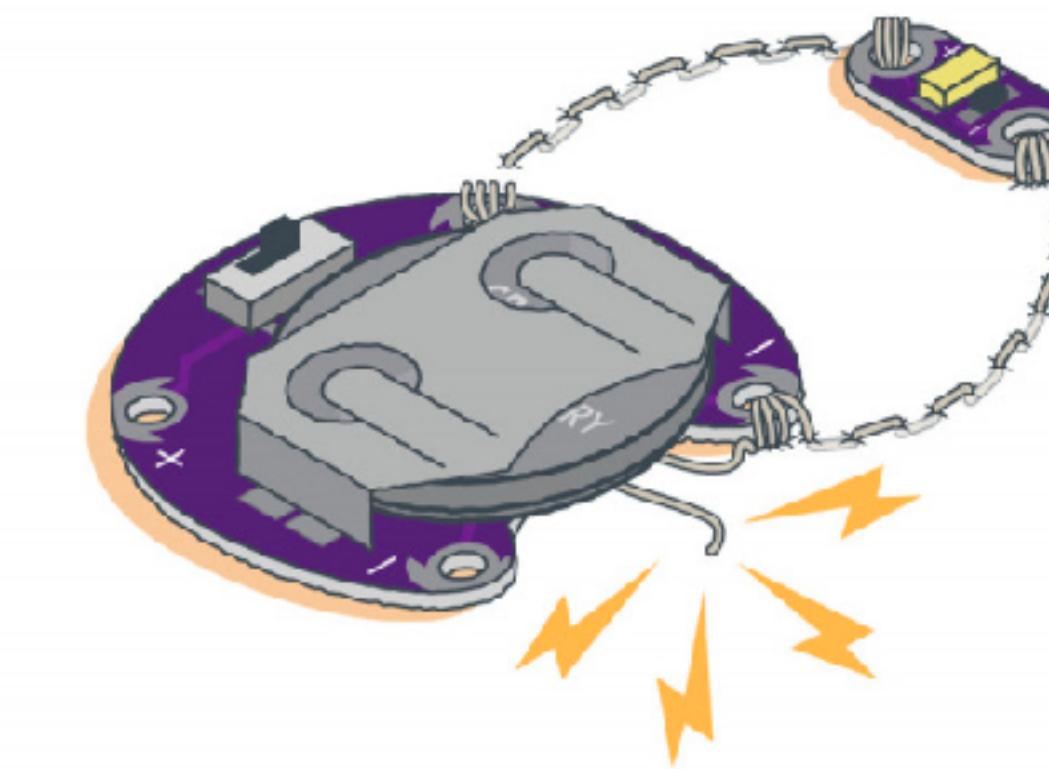
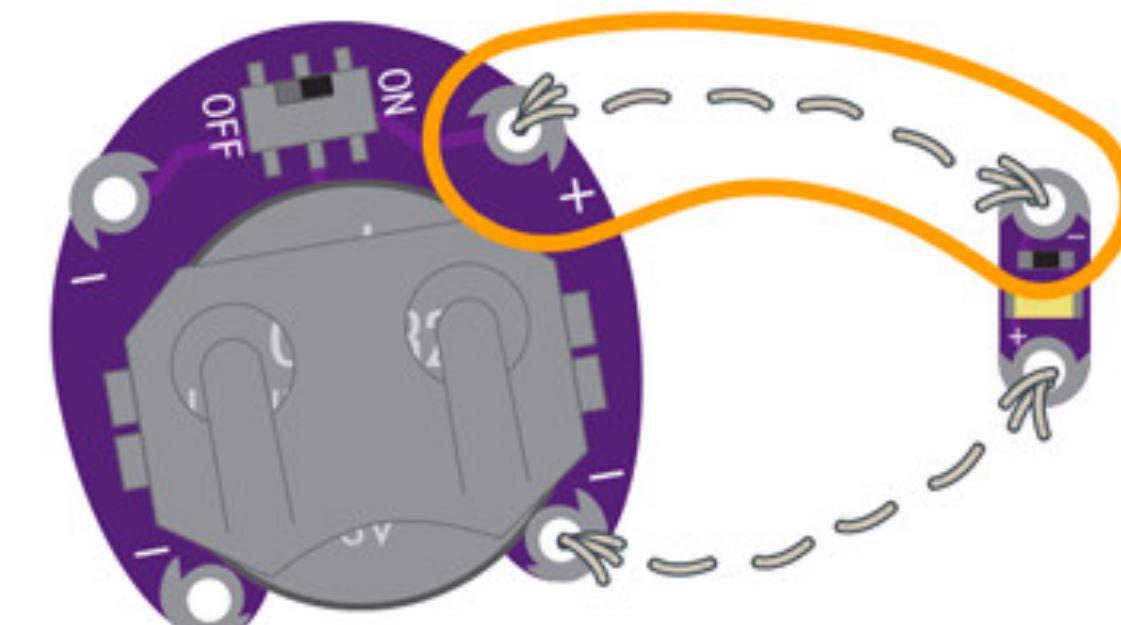
LOOSE LOOPS



UNRAVELLED  
KNOTS



### CHECK FOR REVERSED POLARITY







# Homework:

Start thinking about your beautiful circuit.  
Find conductive materials and experiment.