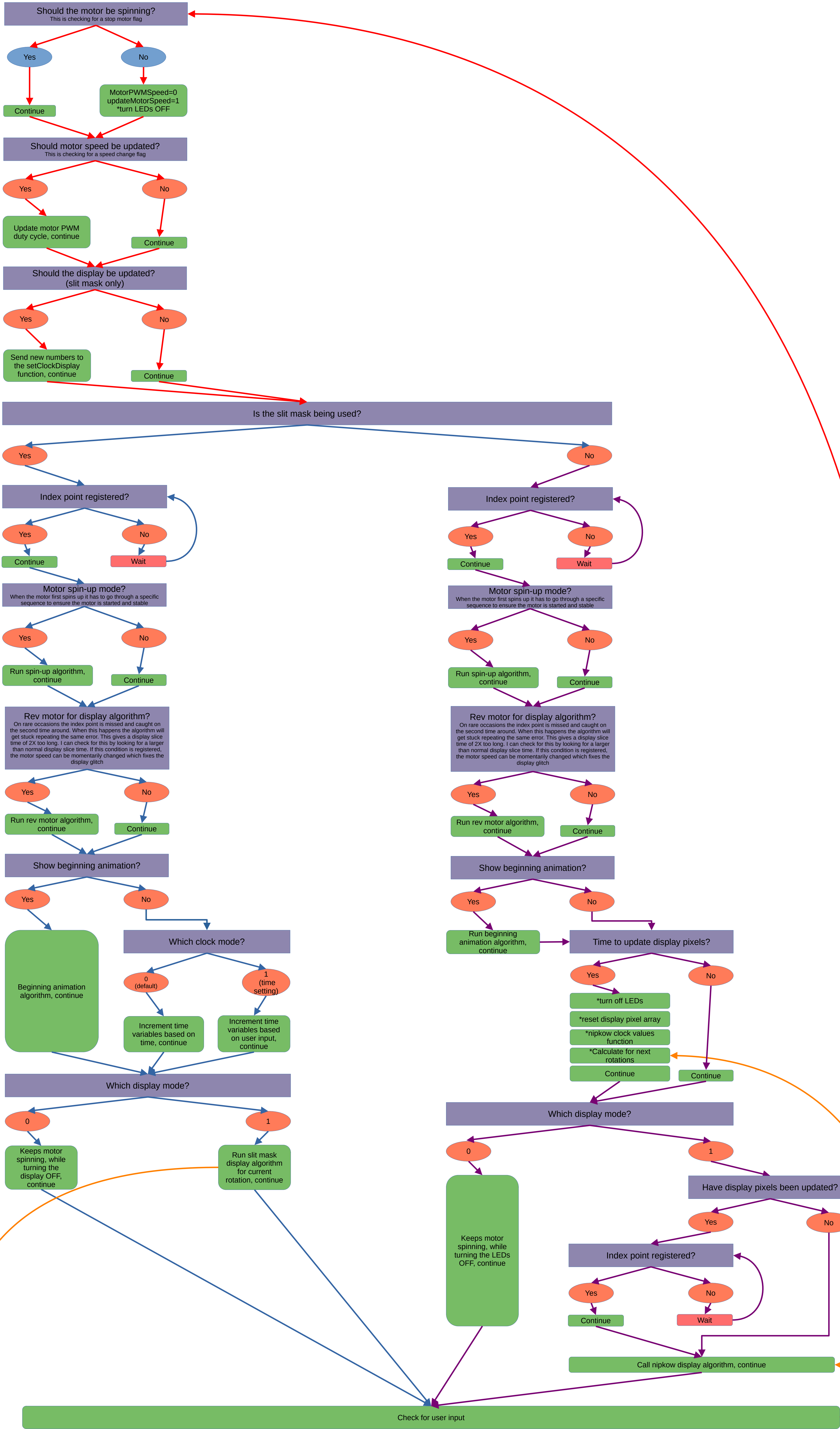
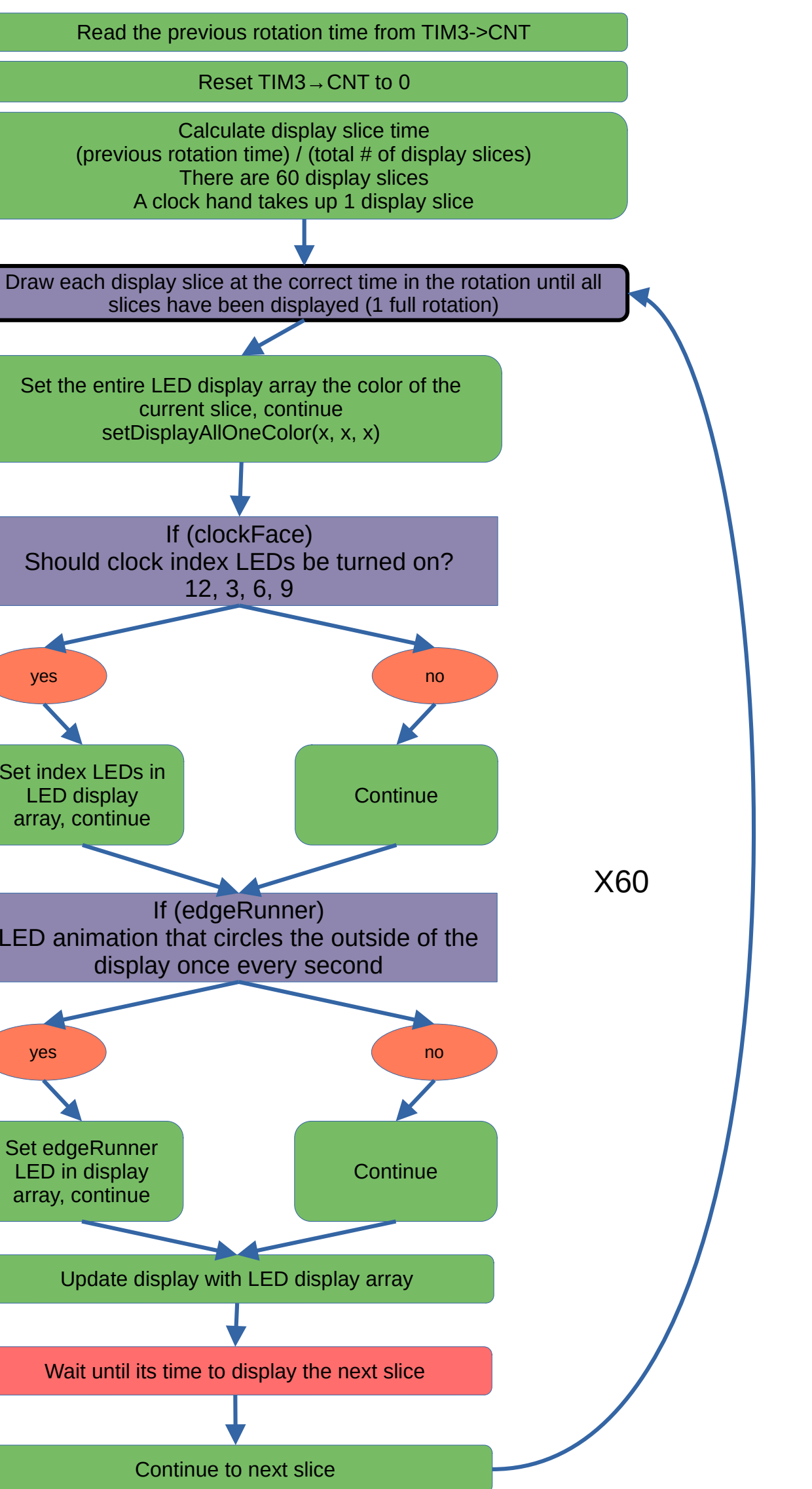


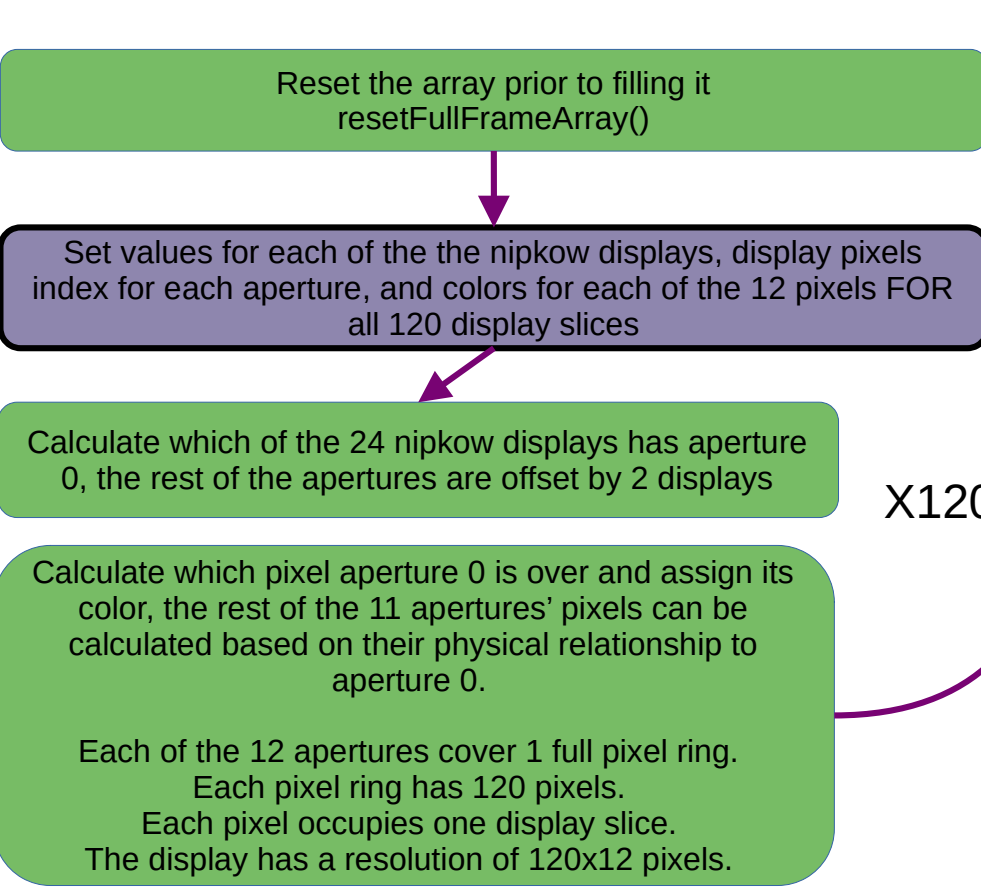
Spinning Vision Algorithm Flow Chart



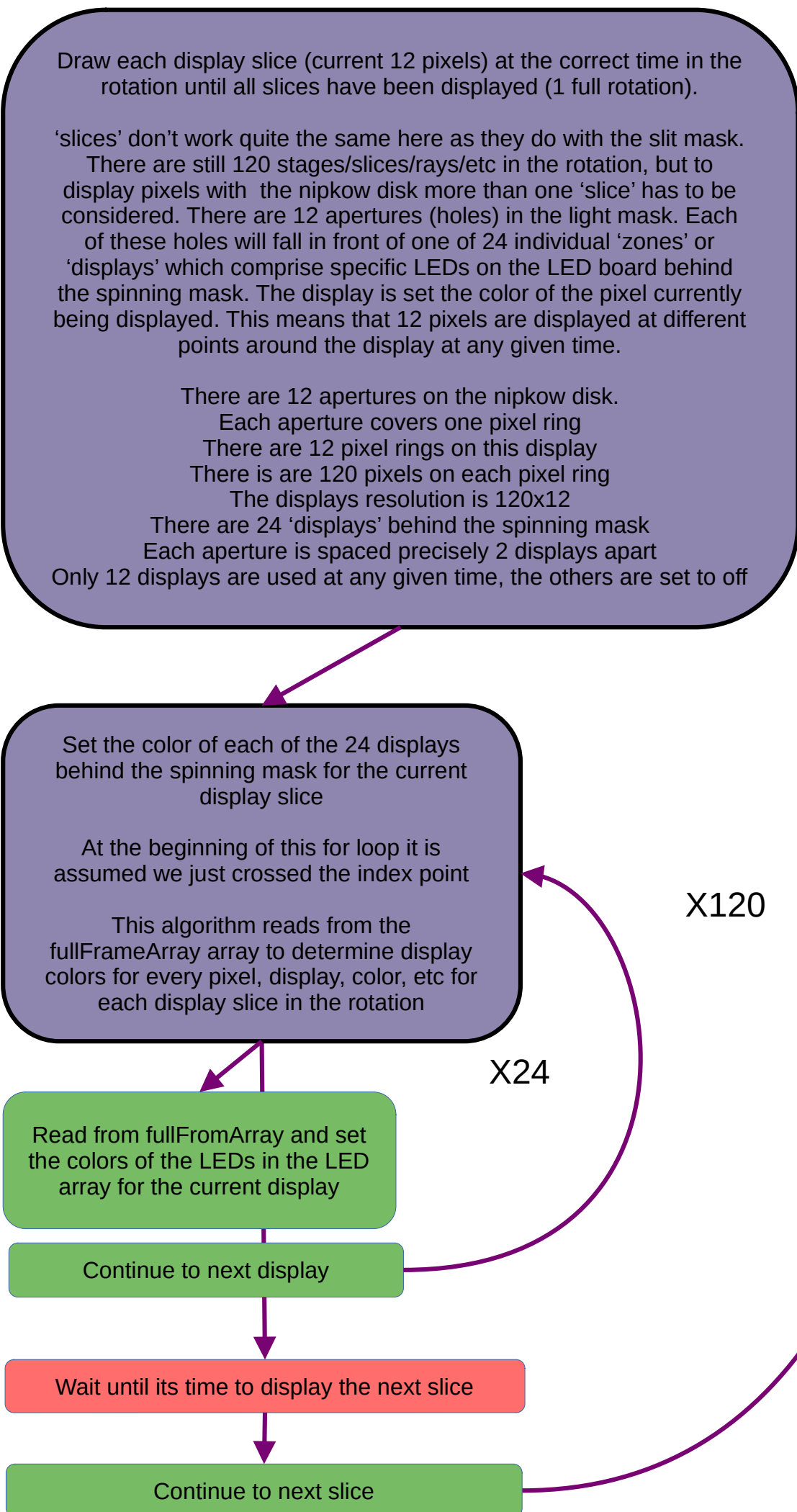
Slit Mask Display Algorithm
void drawClockFrame(void)



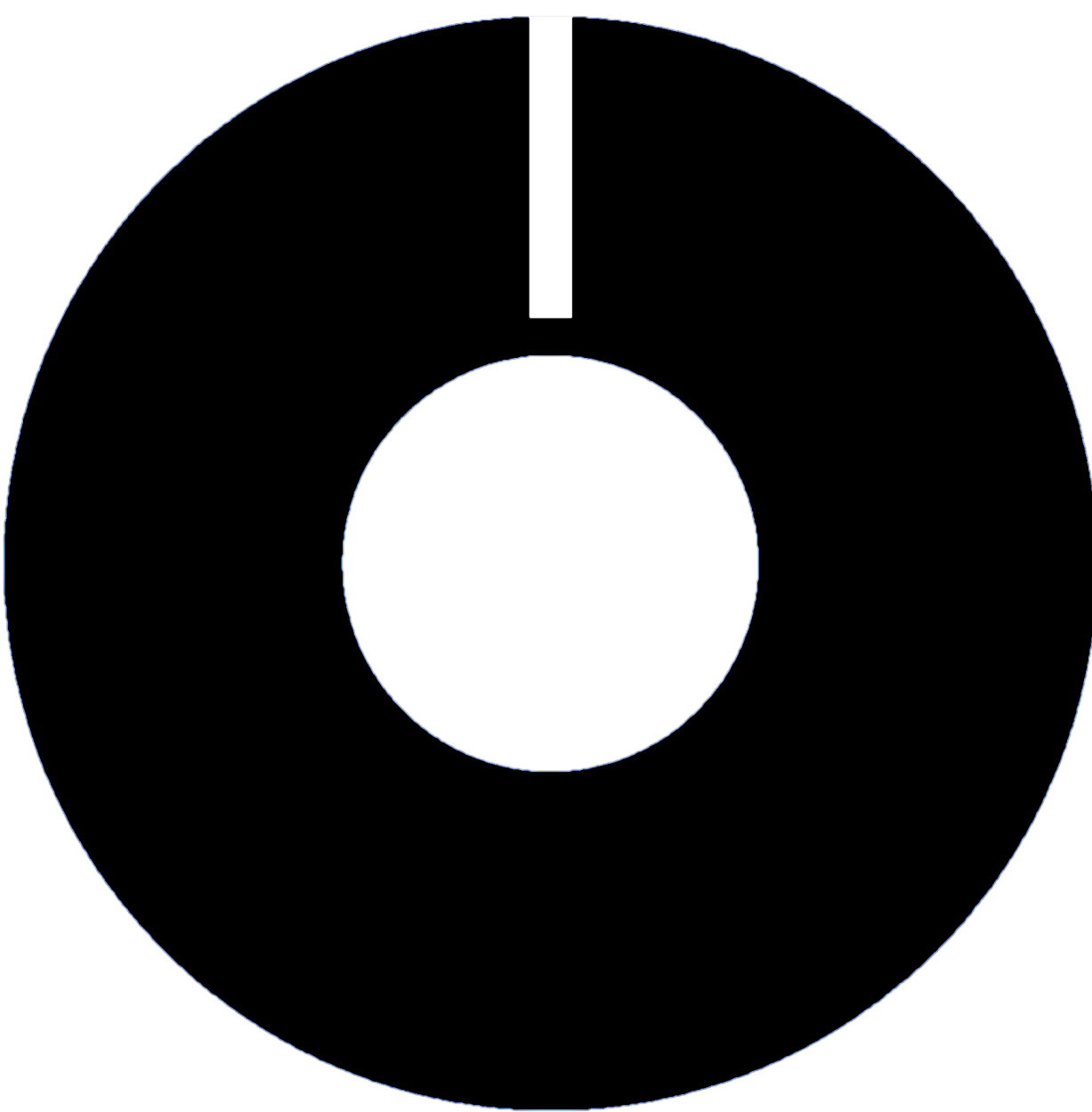
Fill fullFrameArray buffer for a full rotation



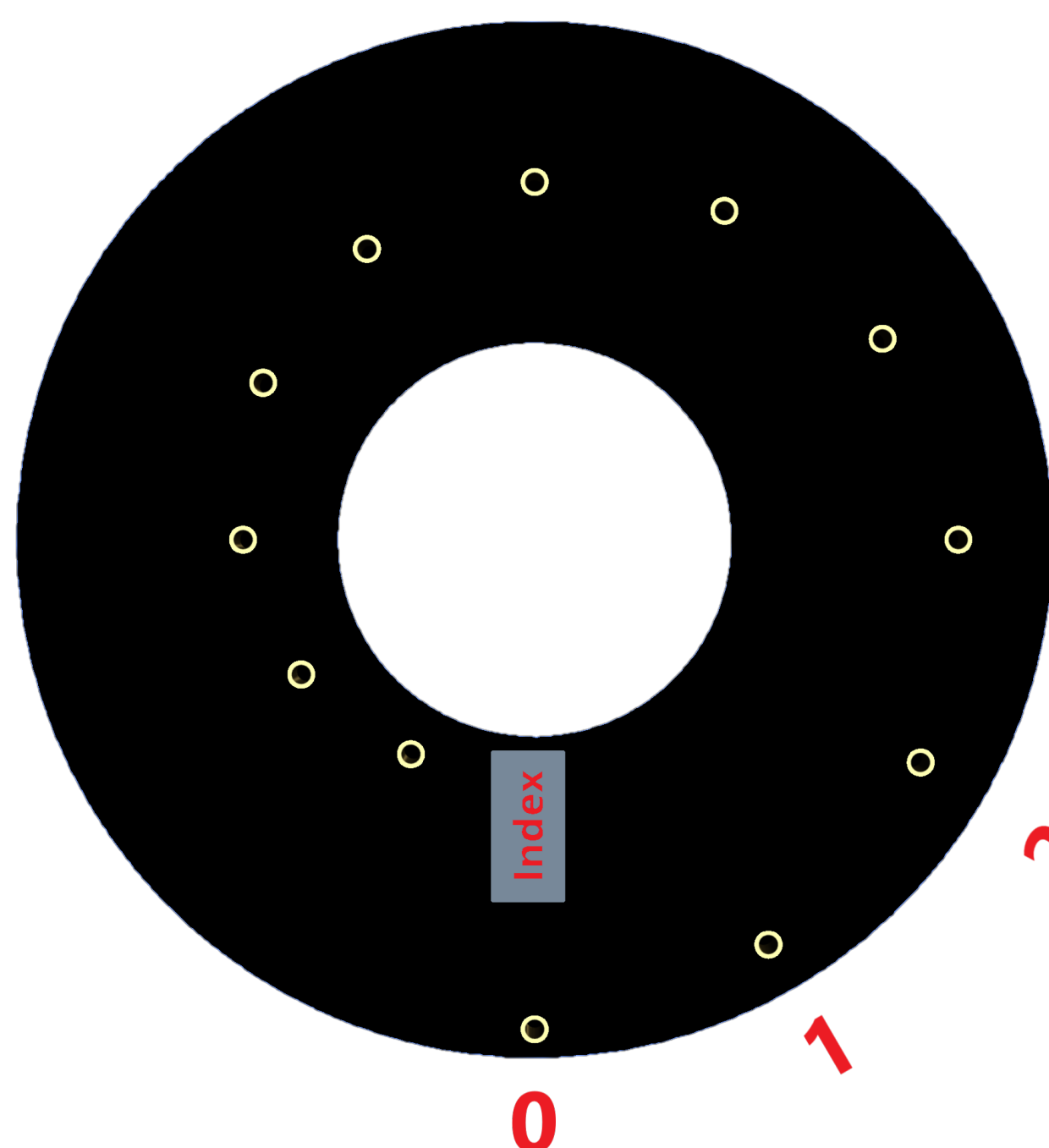
Nipkow display algorithm
Void drawFullDisplayFrameNipkow12(uint16_t pieSlice, uint8_t currentSpot)
PieSlice = time to display each pixel
CurrentSpot = (for future features)



Slit Mask



Nipkow Mask (index is on bottom)



LED Board W/ Displays

