

a

life

time

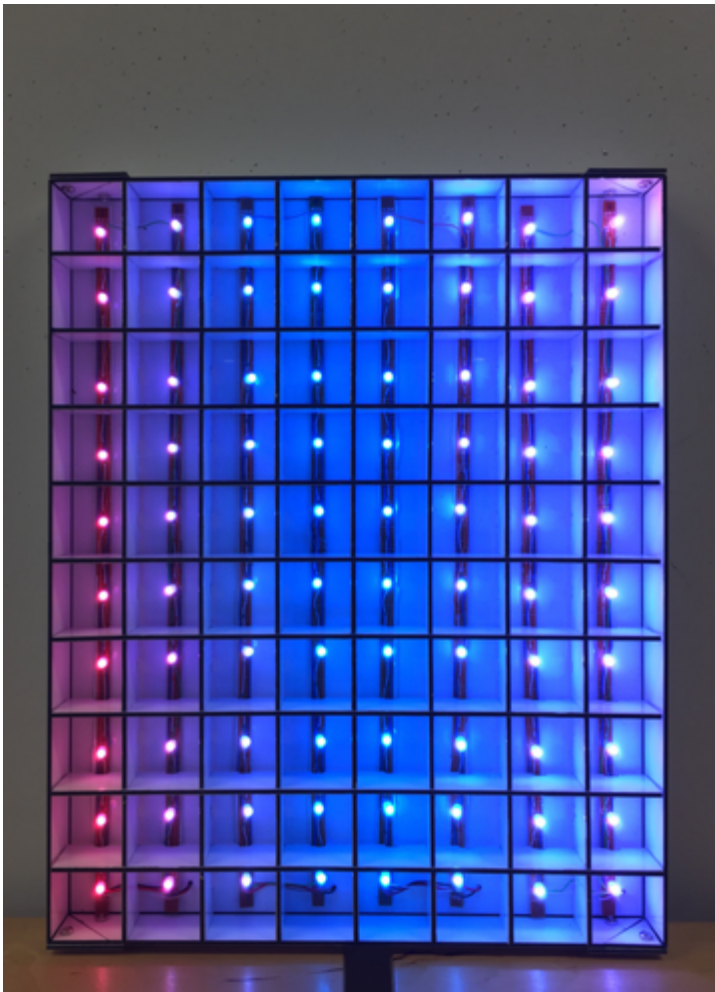
a l c e e

li

presents

4 / 15





this is a time counter called a life time...
it contains 80 RGB LED Neopixels,
each pixel represents 1 year,
people being chased by time everyday,
the clock is the main thing to see how time
flies away...

'a life time' allows you to experiece time
slowly by slowing down the visual experiece,
to allow you to see time in long term.

ConCept

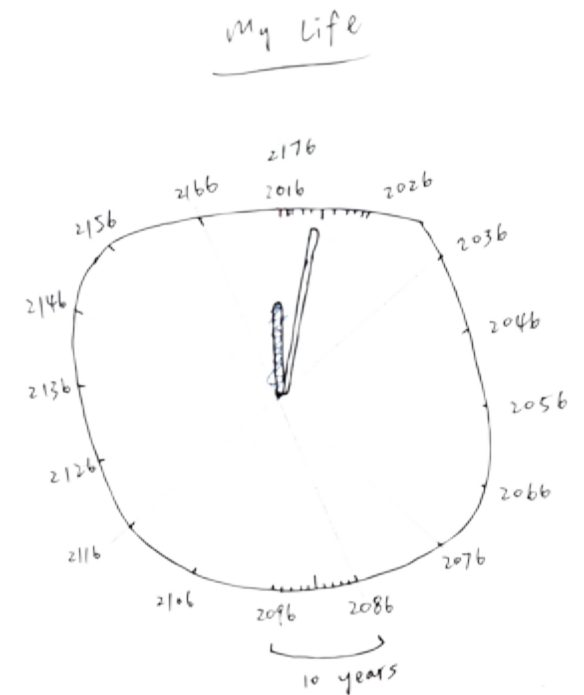
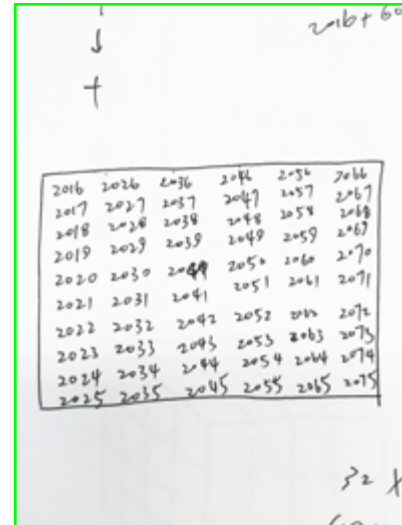
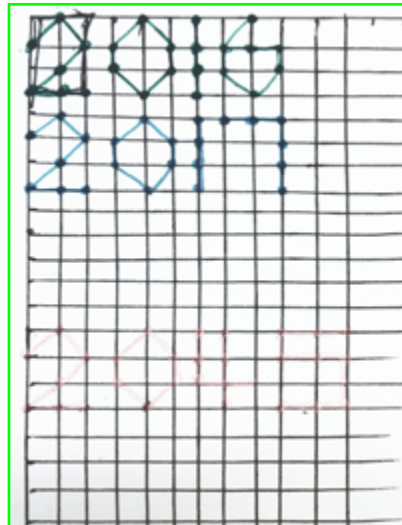
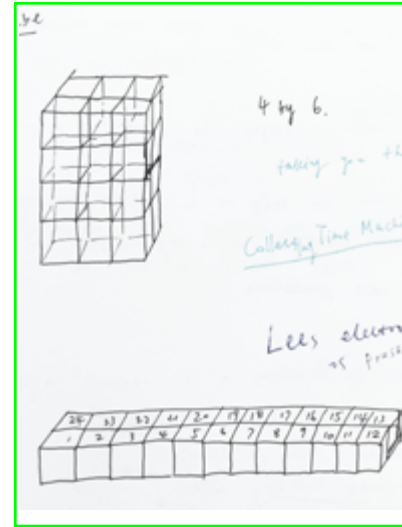
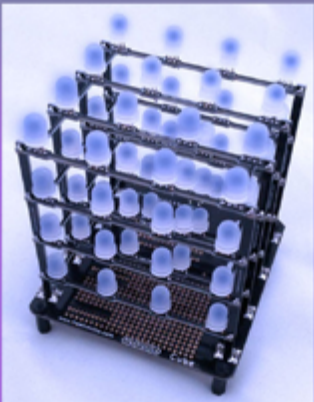
Slow Interaction

Most products are designed to be easy to use, quick, and efficient. How can systems be improved by slowing them down?

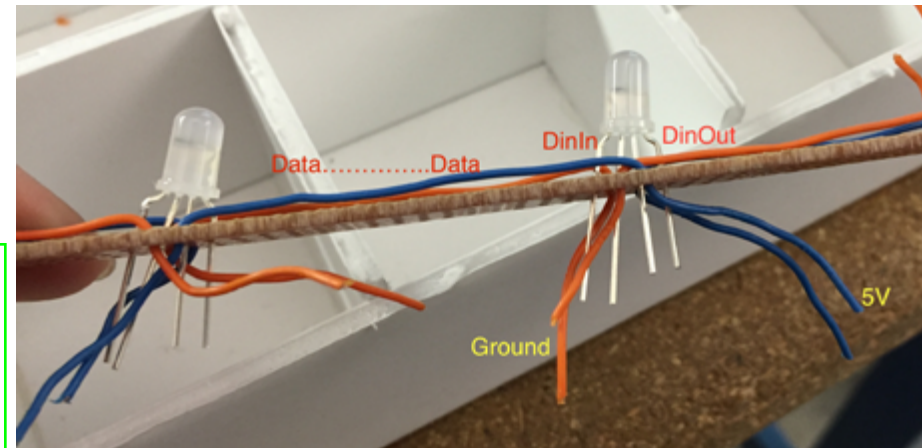
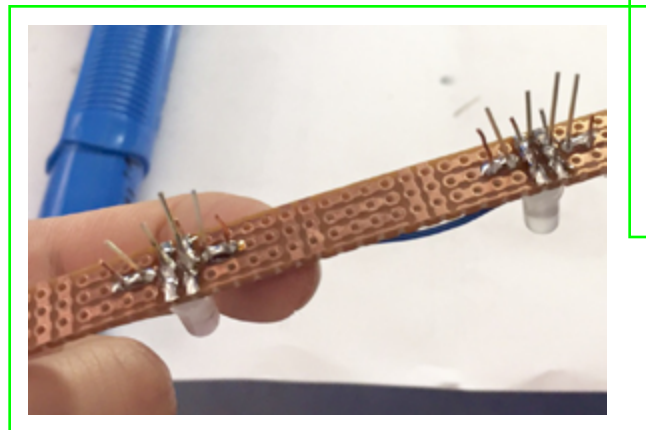
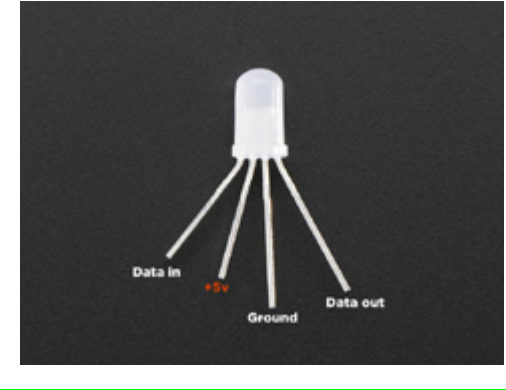
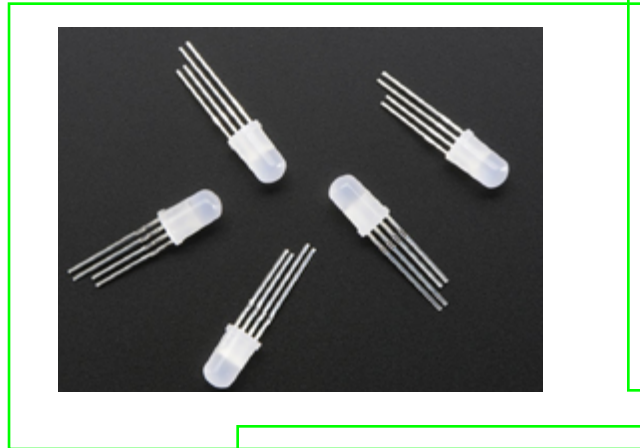
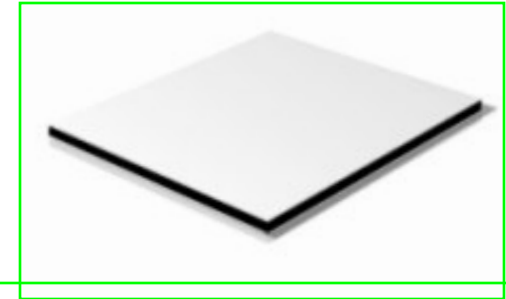
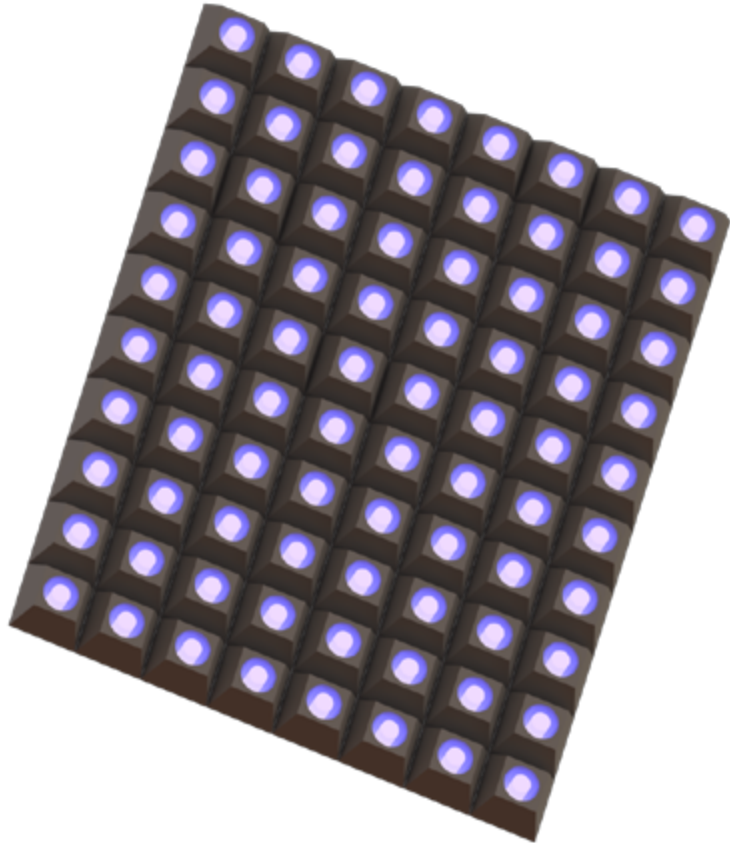
I hope this project leads to knowledge of how people view time differently and how can they use time variously. Time is important and neccessary to everyday life yet it's easy to be ignored.

Sketches

a lifetime



Development



How it Works

```
int year = -1;
int yearred = 80;
int yeargreen = 20;
int yearblue = 15;
int month = 0;
int monthposition = random ();
int monthred = 10;
int monthgreen = 80;
int monthblue = 20;
int day = 0;
int wait = 3;
int stripnumber = 0;
int red[80];
int green[80];
int blue[80];
int redstep = -2;
int greenstep = 1;
int bluestep = 2;
int brightness = 0;
```

```
void loop() {

  day++;
  if (day >= 30) {

    day = 0;
    month++;
    if (month >= 12) {
      month = 0;
      monthred = monthred +10 ;
      monthgreen = monthgreen +4;
      monthblue = monthblue +5;

      year++;
      yearred = yearred + redstep;
      if (yearred <= 0) {
        yearred = 0;
        redstep = 3;
      }
      yeargreen = yeargreen + greenstep;
      if (yeargreen >= 255) {
        yeargreen = 255;
        greenstep = +5;
      }
      yearblue = yearblue + bluestep;
      if (yearblue >= 255) {
        yearblue = 255;
        bluestep = -2;
      }

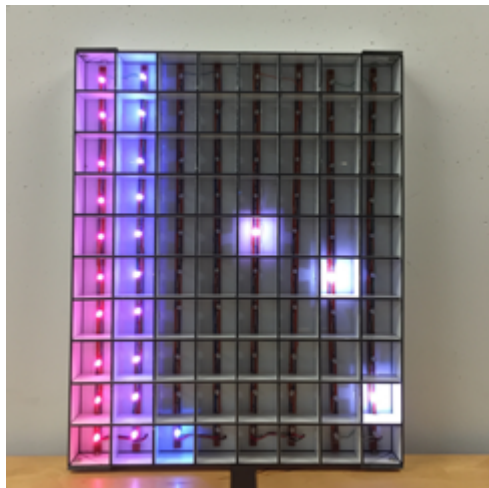
      red[year] = yearred;
      green[year] = yeargreen;
      blue[year] = yearblue;

      for (int i = year+1; i < 80; i++) {
        red[i] = 0;
        green[i] = 0;
        blue[i] = 0;
```

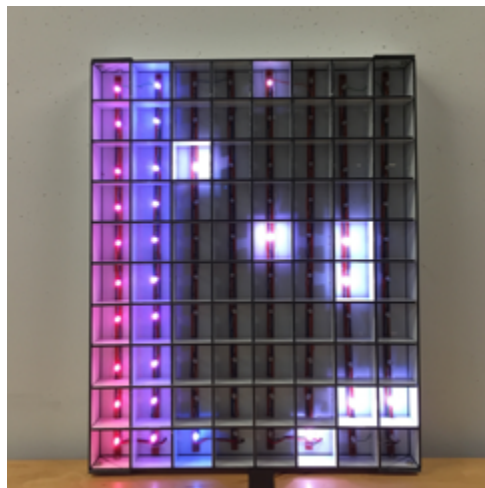
```
      else {
        red[monthposition] = day * monthred/30 ;
        green[monthposition] = day * monthgreen/30 ;
        blue[monthposition] = day * monthblue/30 ;
      }

      for (int i = 0; i < 20; i++) {
        strip0.setPixelColor(i, red[i], green[i], blue[i]);
        strip1.setPixelColor(i, red[i+20], green[i+20], blue[i+20]);
        strip2.setPixelColor(i, red[i+40], green[i+40], blue[i+40]);
        strip3.setPixelColor(i, red[i+60], green[i+60], blue[i+60]);
      }

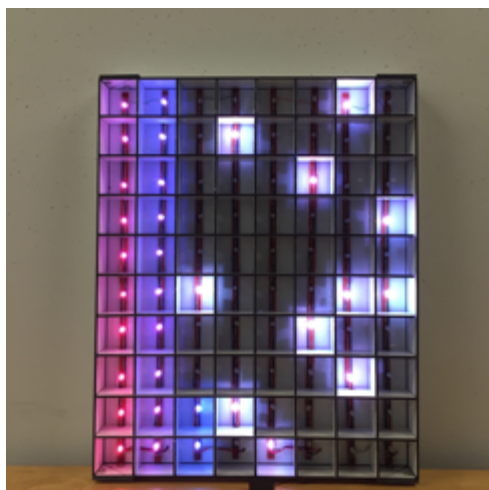
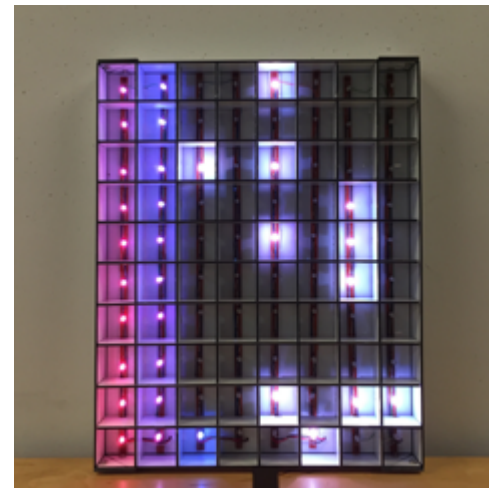
      strip0.show();
      strip1.show();
      strip2.show();
      strip3.show();
      delay(wait);
```



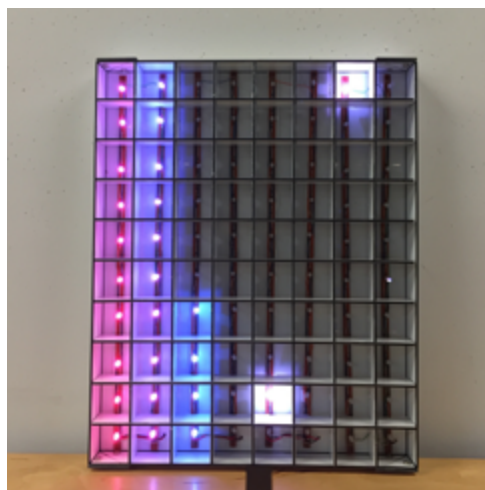
t



f



i

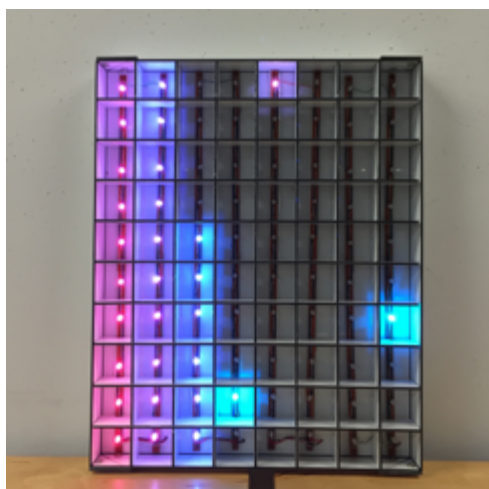
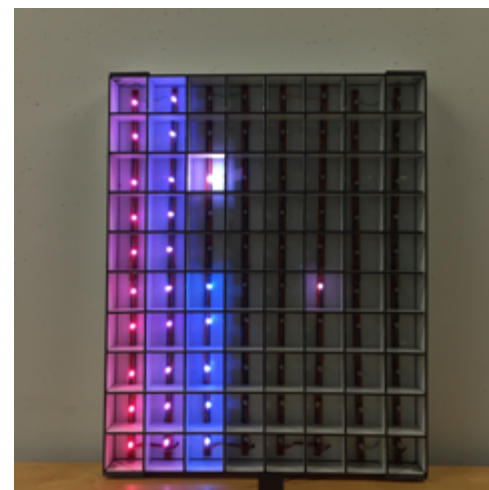


m

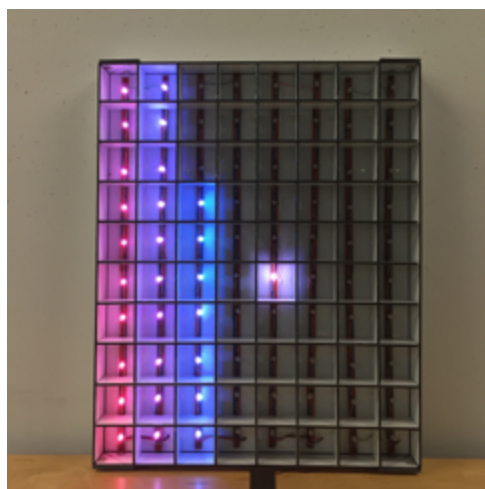
l

i

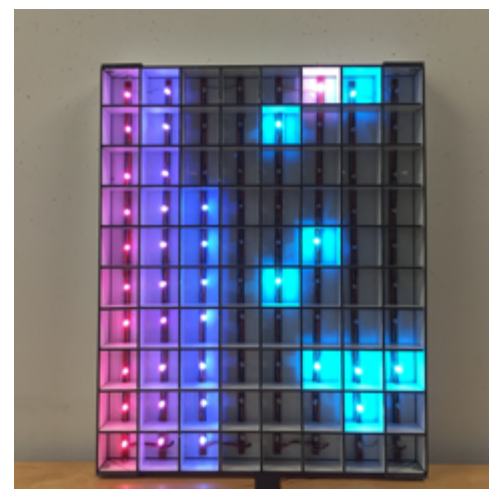
e



e



s



CHALLENGES

picking the material

writing the code

soldering

dibond

finding out the problems