Ashley

Art 385

15 April 2020

ESP32 to Processing

Assignment:

Using a push button and a potentiometer, Arduino and Processing code will work together to create an interactive element to control on screen elements. There will be at least four elements, one being text. The push button will be set on pin 12, the potentiometer on pin A2, and an LED on pin 15.

Reflection

Having been absent from class, this assignment was pretty hard/frustrating trying to piece it together. At the time of submission I'm not entirely sure how to use data from the potentiometer so the interactive elements are all tied to the push button and if it is on or not. I'll revisit this when I have a better understanding to update its functionality.