

Drama1äb

#1

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Session

14.03.15 - SER F1.FREIRAUM

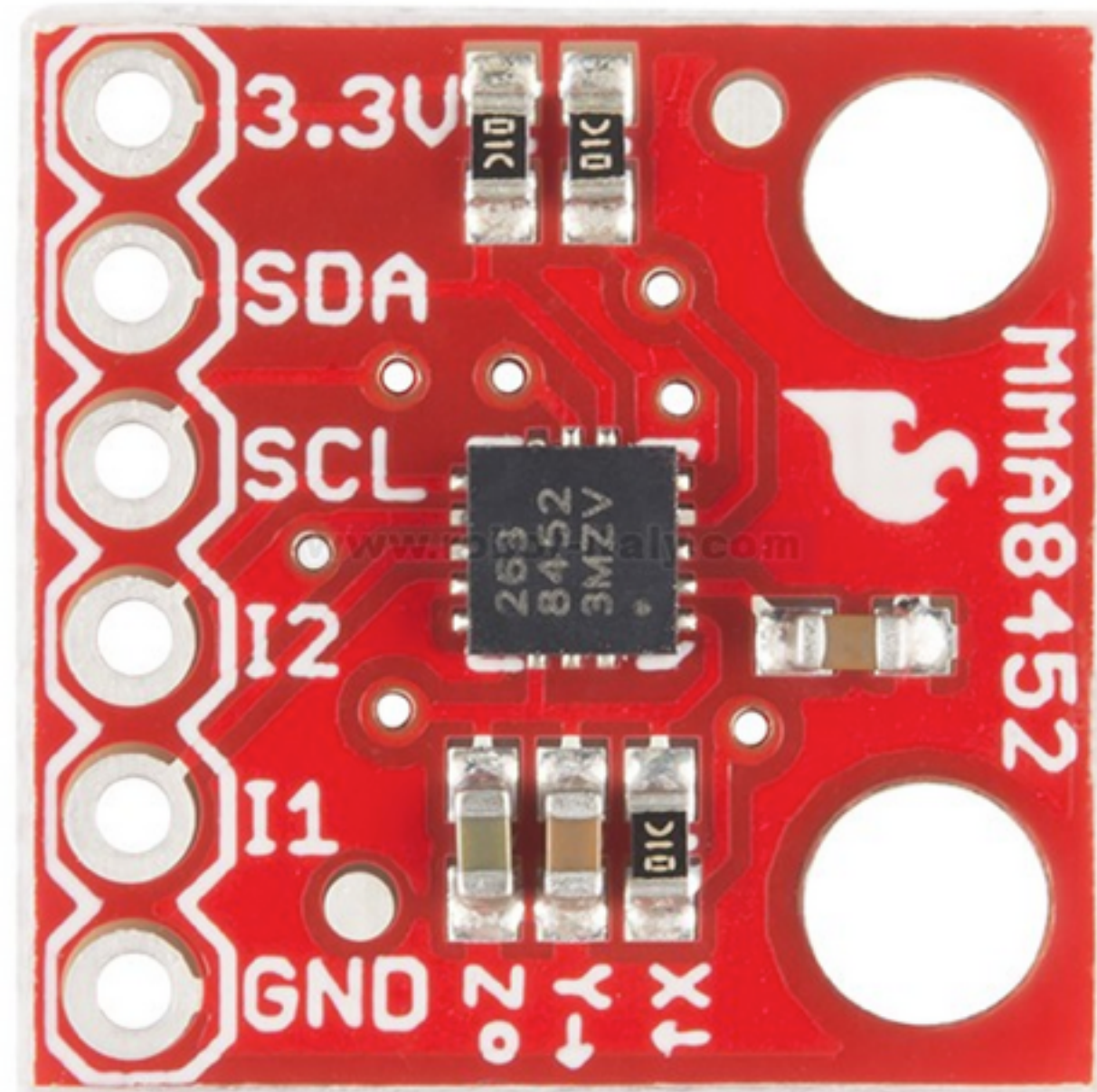
14:00 - 19:00



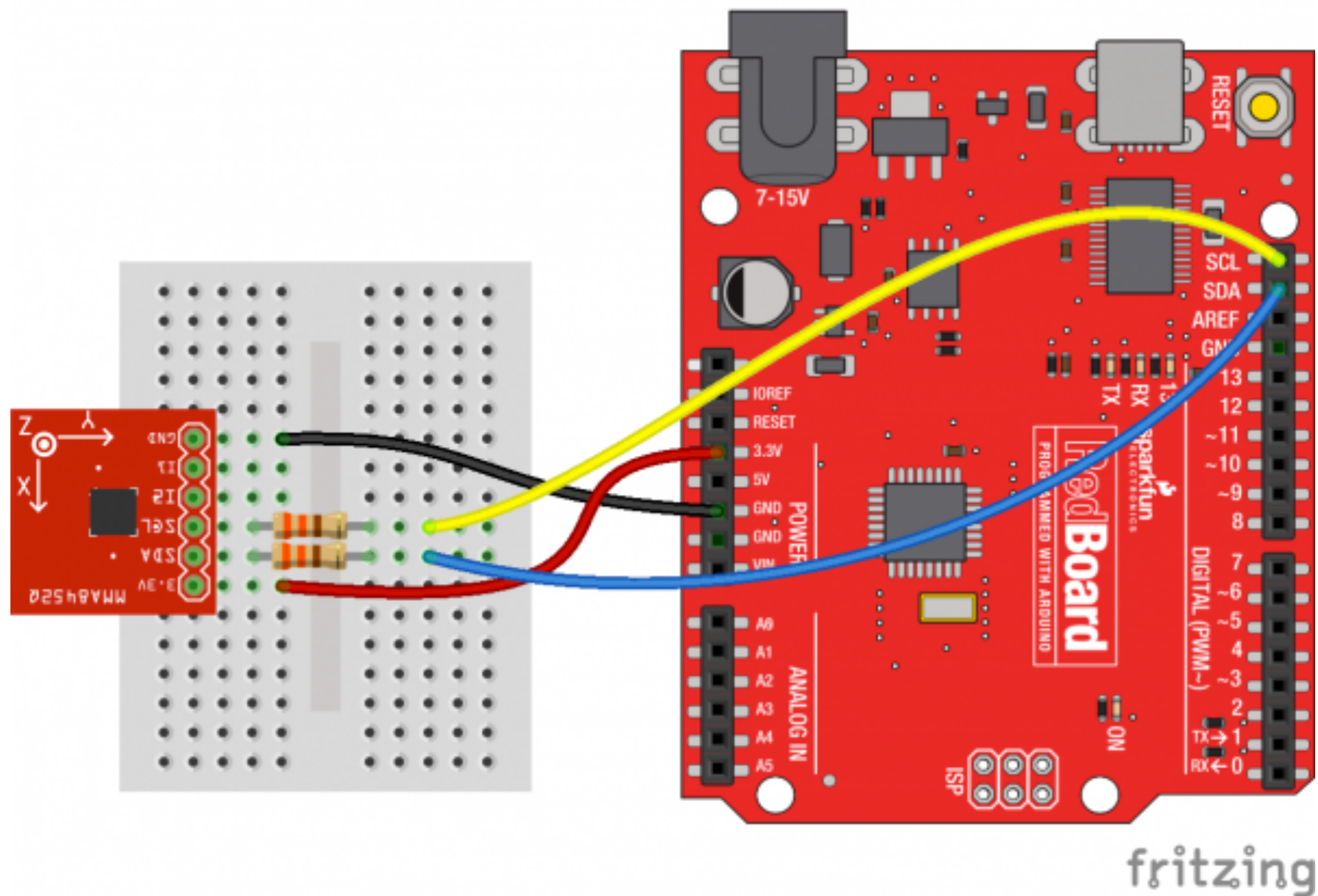
ENJOY ONE MORE PROJECT BASED SESSION:
GENERATE SOUND WITH MOVEMENTS,
LEARN HOW TO BUILD A GESTURE-BASED THEREMIN



MMA8452Q



MMA8452Q



Demo

```
#include <Wire.h>
#include <SFE_MMA8452Q.h>

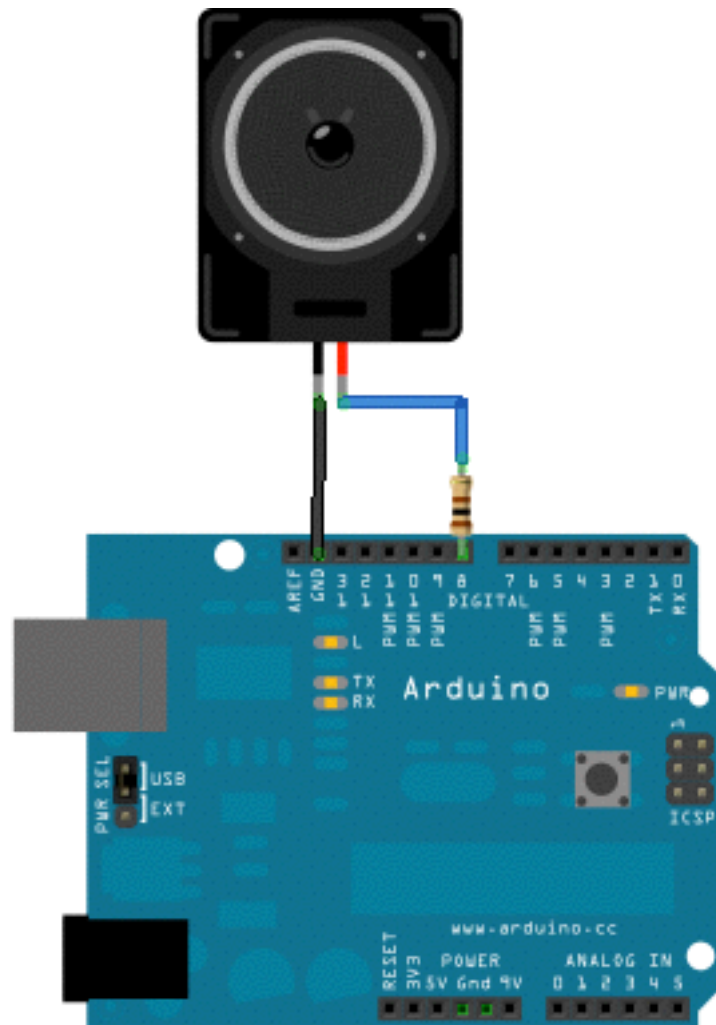
MMA8452Q accel;

void setup()
{
  Serial.begin(9600);
  Serial.println("MMA8452Q Demo!");
  accel.init();
}

void loop()
{
  if (accel.available())
  {
    accel.read();
    printCalculatedAccels();
    printOrientation();
    Serial.println();
  }
  delay(500);
}

void printCalculatedAccels()
{
  Serial.print(accel.cx, 3);
  Serial.print("\t");
  Serial.print(accel.cy, 3);
  Serial.print("\t");
  Serial.print(accel.cz, 3);
```


Tone



`tone(pin, frequency)`

`tone(pin, frequency, duration)`

`noTone()`

Combination!

Processing-Theremin

use mouseX, mouseY and accelerometer values to
change pitch and delay

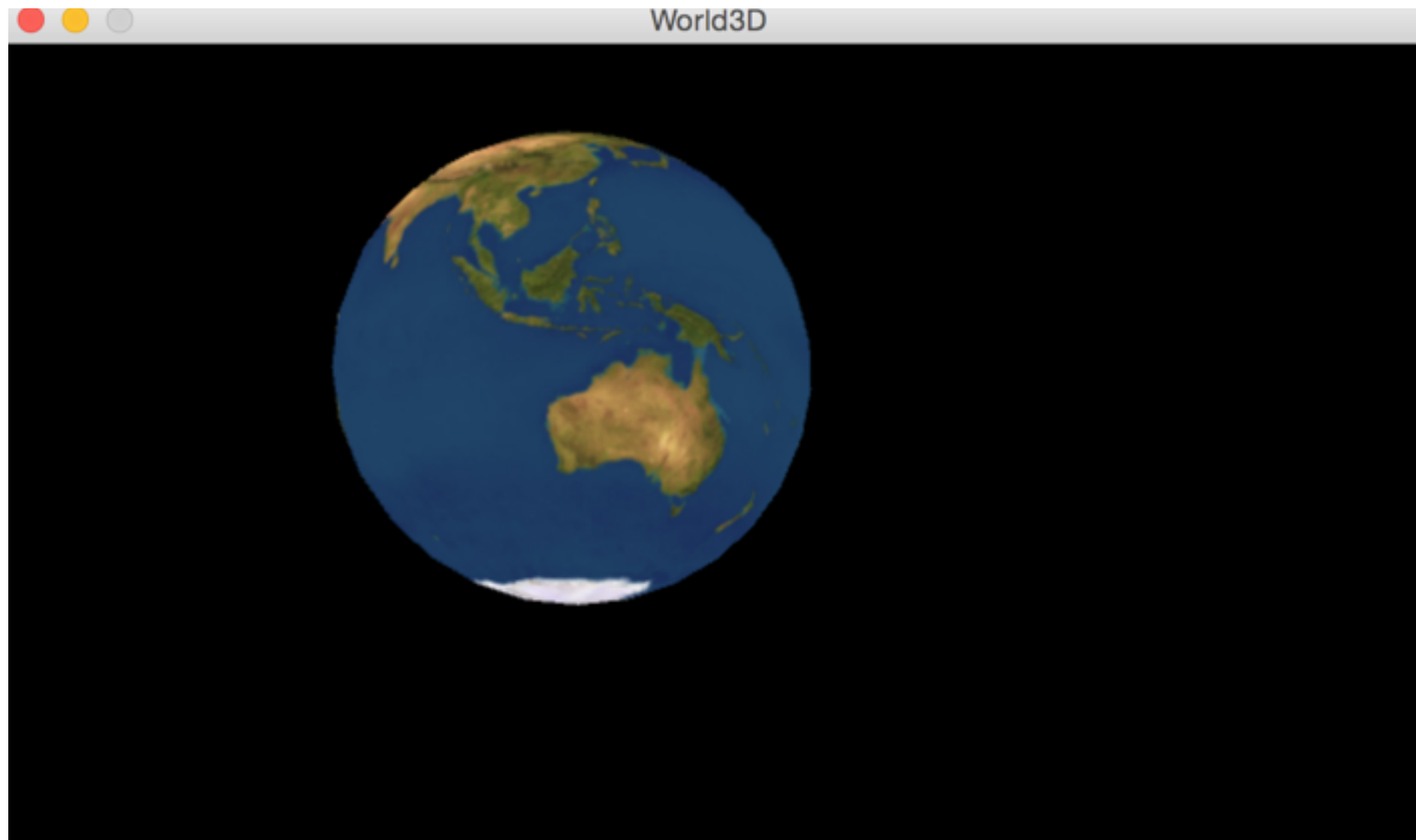
Security-System

- Accelerometer-based security system
- if object moves, play alarm sound and blink with led

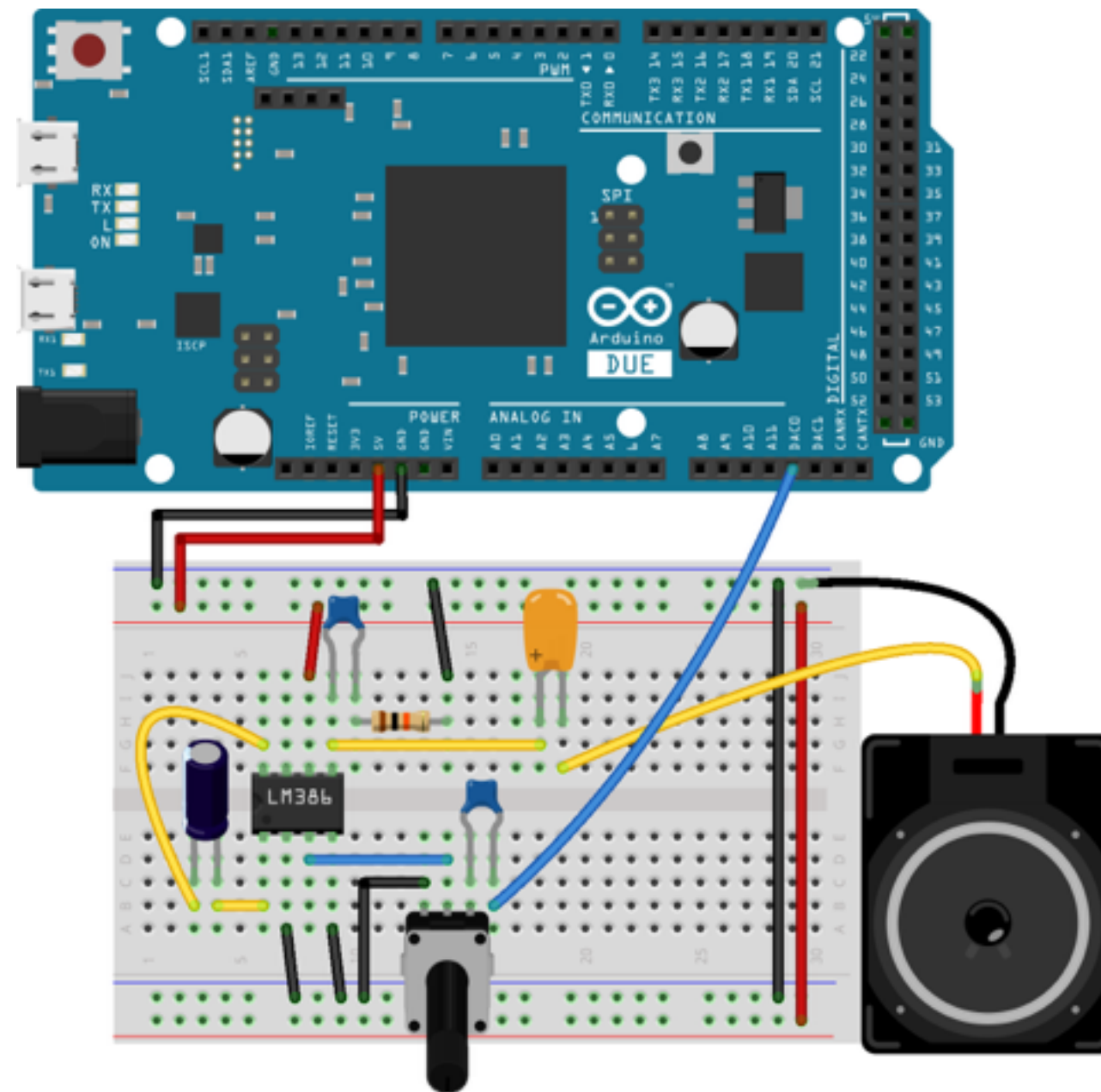


Advanced

- manipulate 3D-Object (ex. Sphere with World texture) in Processing
- rotate and zoom with Accelerometer



Advanced -More Power



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