

# INTERACTIVE LIGHT UP BOOTS TUTORIAL

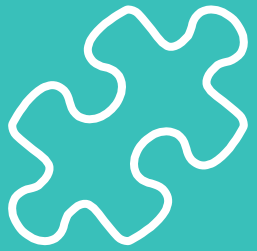
Tutorial by Chanelle Francis & Maria Kudriavtceva

## PROJECT OVERVIEW



- For this project you can create **Interactive Light up Boots** based on our instructions.
- Interaction is through contact with the foot and the conductive material lined in the heel of the boot.
- The main concept is that the boots light up simply through wearing the boots.
- The light on the bottom of the shoes is projected with NeoPixel LED Strips.
- The lights are activated by velostat conductive material that is cut to the shape of the heel.

SIMPLE. INTERACTIVE. LUMINOUS.



# BUILDING PROCESS

## BUILDING PROCESS

### TOOLS & SUPPLIES YOU NEED:

- 2 x Adafruit Feather 32u4 Bluefruit LE
- 1 x Arduino Microprocessor
- 1 x Roll of Velostat (conductive material)
- 1 x NeoPixel 60-LED Strip (cutted on 2 pieces)
- 2 x Battery Holder with Switch
- 1 x Spool of Conductive thread
- Small Alligator Clips Test Lead (set of 4)
- 1 x Pair of Boots
- 6 x Silicone coated stranded wire
- 1 x Super Glue
- Soldering Iron



# NEOPIXELS TESTING

Let's start with the first step!

## BUILDING PROCESS

### NEOPIXELS TESTING:

- First of all, you need to test NeoPixels connected to Bluefruit microprocessor and run a Strand Test provided by Bluefruit library which you can install according to the steps in tutorial on [learn.adafruit.com/adafruit-feather-32u4-bluefruit-le/overview](https://learn.adafruit.com/adafruit-feather-32u4-bluefruit-le/overview) .
- Once you'll get it to work you can continue to go to the next steps.
- Code snippets are on the next slide.

## BUILDING PROCESS

Sensor\_test\_shoes \$

```
#include <Adafruit_NeoPixel.h>
```

```
const int analogInPin = A2; // Analog input pin that the potentiometer is attached to
Adafruit_NeoPixel strip = Adafruit_NeoPixel(10, 6, NEO_GRB + NEO_KHZ800);
int sensorValue = 0;        // value read from the pot
```

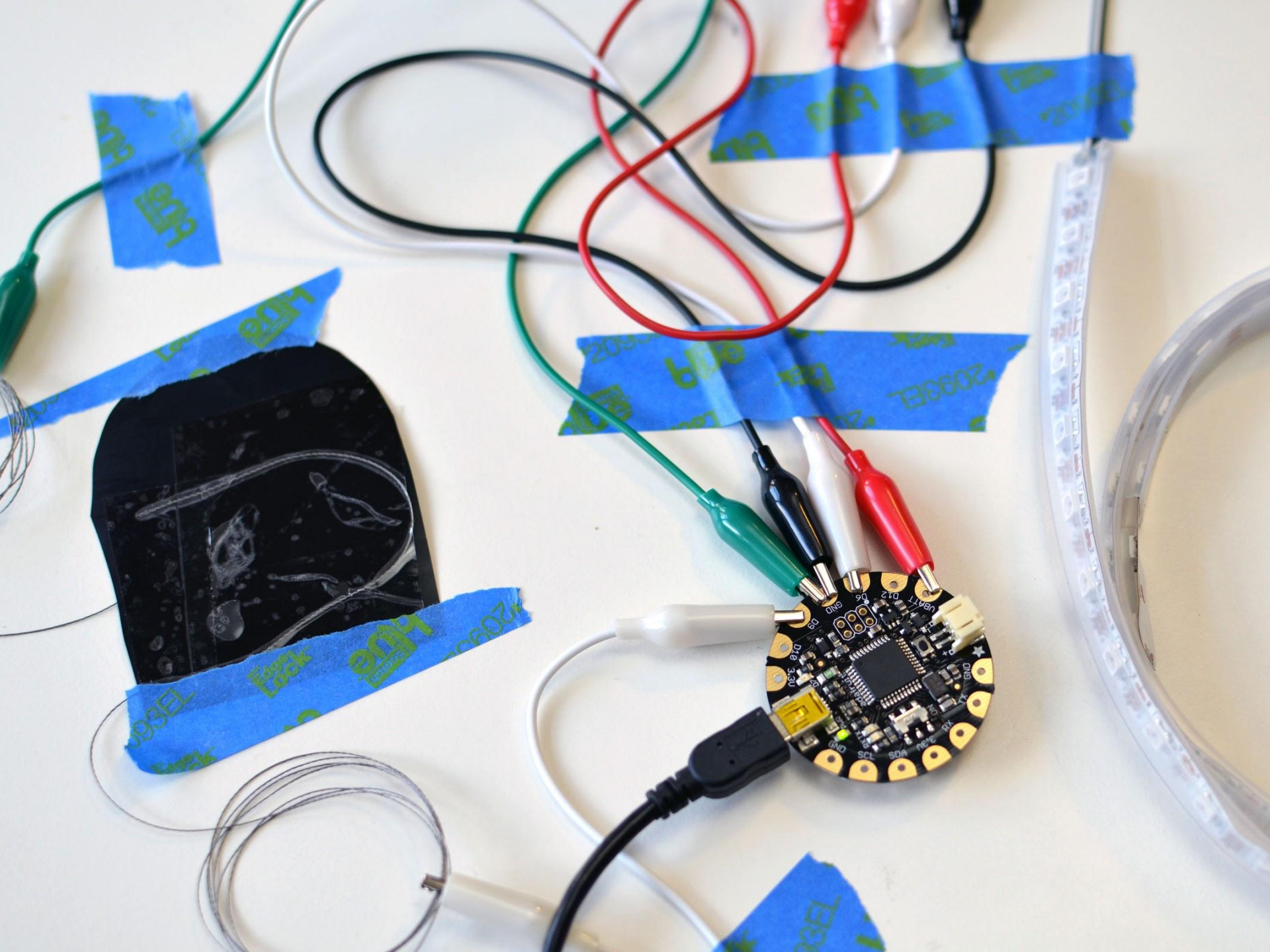
```
void setup() {
  // initialize serial communications at 9600 bps:
  Serial.begin(9600);
  pinMode(6, INPUT_PULLUP);
  strip.begin();
  strip.show(); // Initialize all pixels to 'off'
}
```

```
void loop() {
  // read the analog in value:
  sensorValue = analogRead(analogInPin);
  // print the results to the serial monitor:
  Serial.print("sensor = " );
  Serial.println(sensorValue);
}
```

## BUILDING PROCESS

```
Sensor_test_shoes $  
r  
void loop() {  
  // read the analog in value:  
  sensorValue = analogRead(analogInPin);  
  // print the results to the serial monitor:  
  Serial.print("sensor = " );  
  Serial.println(sensorValue);  
  
  if (sensorValue >10){  
    Serial.println("leds triggered");  
    colorWipe(strip.Color(0, 255, 255), 25);  
    colorWipe(strip.Color(0, 0, 0), 25);  
  }  
}  
  
void colorWipe(uint32_t c, uint8_t wait) {  
  for(uint16_t i=0; i<strip.numPixels(); i++) {  
    strip.setPixelColor(i, c);  
    strip.show();  
    delay(wait);  
  }  
}
```







RUNNING A STRAND TEST





# MAKE A VELOSTAT STEP SENSOR

Second step...

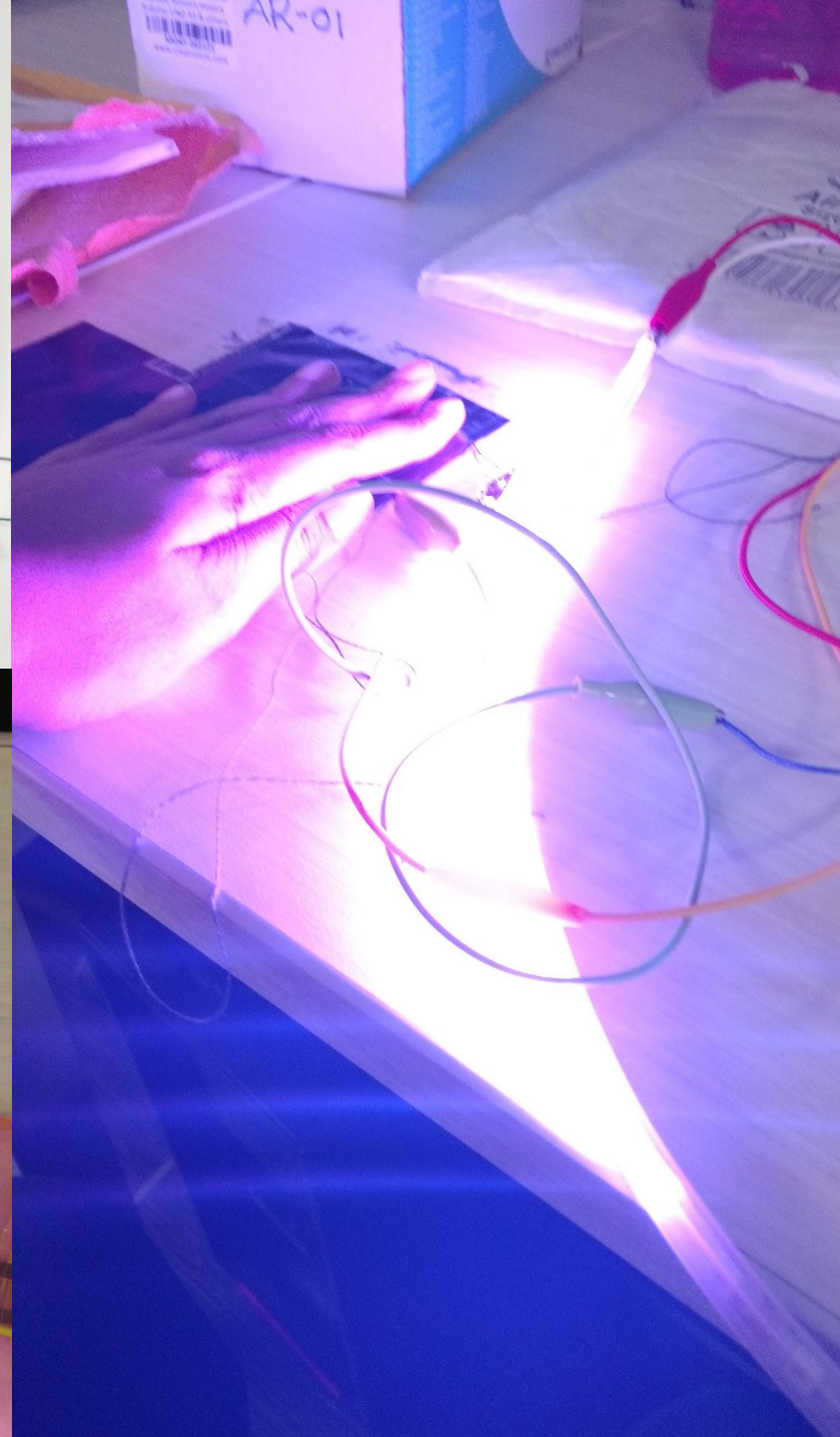
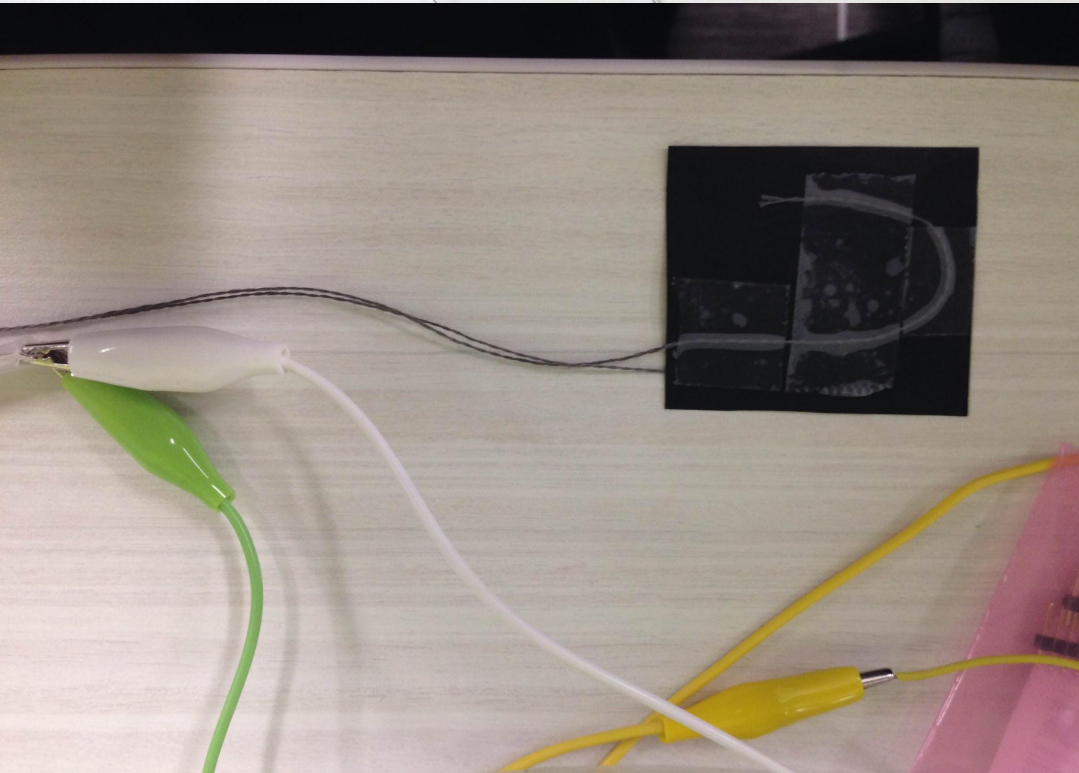
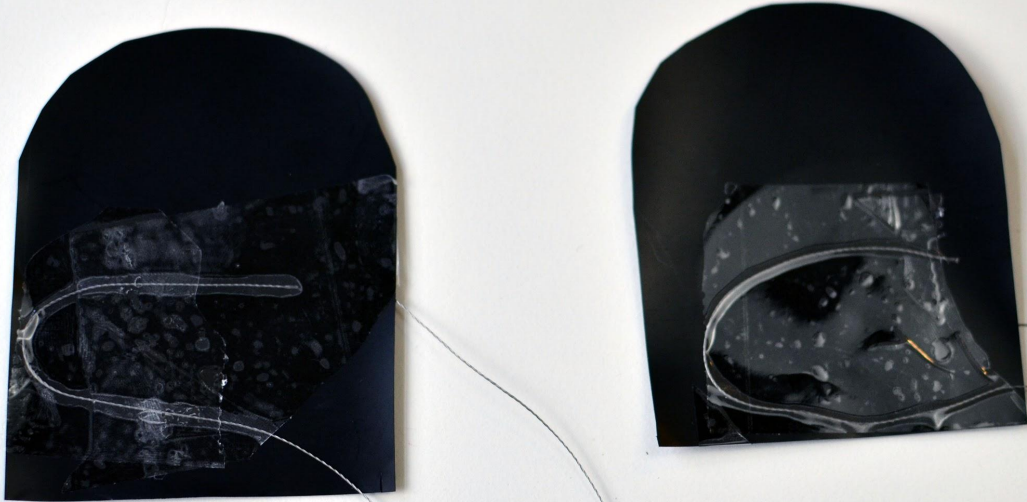
## BUILDING PROCESS

### MAKE A VELOSTAT STEP SENSOR:

- Cut the velostat conductive material to the shape of the heel.
- Then stick out a loop of conductive thread with a long (at least 18 inches) tail out to one side, tape it to the velostat and weave through the Bluefruit microprocessor.



## MAKE A VELOSTAT STEP SENSOR





# TEST CIRCUIT WITH THE NEOPIXELS

Lighting up!

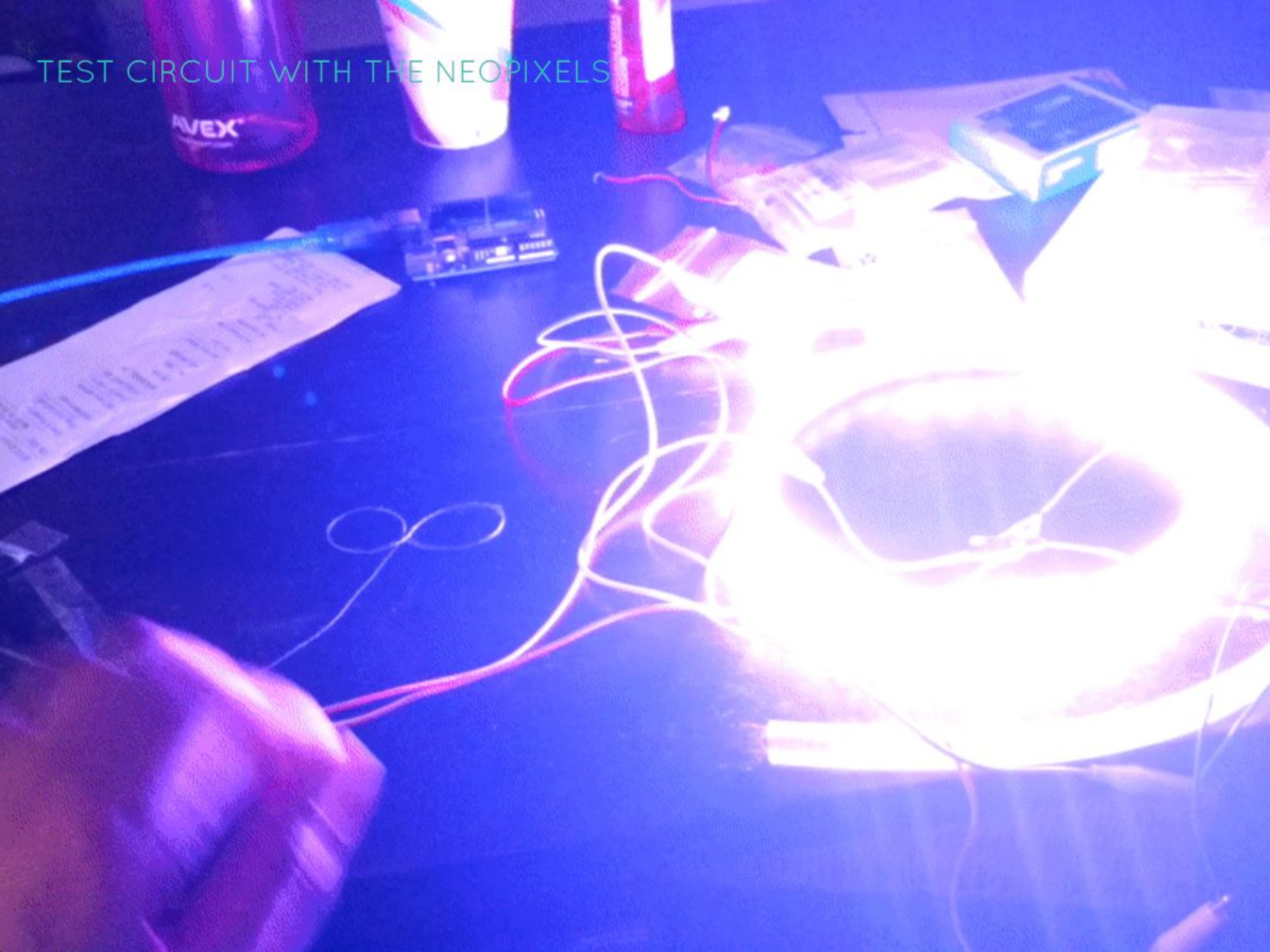
## BUILDING PROCESS

### TEST CIRCUIT WITH THE NEOPIXELS:

- Before you attach the Bluefruit microprocessor to the boots make tests with the NeoPixel strips to ensure that the circuits are working correctly.



TEST CIRCUIT WITH THE NEOPIXELS







# ATTACH VELOSTAT SENSOR TO SHOES

Almost done...

## BUILDING PROCESS

### ATTACH VELOSTAT SENSOR TO SHOES:

- Place the velostat sensor to the bottom of the shoe.
- Pierce the needle with the velostat sensor thread through the side of the shoe, keeping the two threads a short distance from each other.
- Position your velostat underneath the shoe's insole.
- After that test sensors.

ATTACH VELOSTAT SENSOR TO SHOES & TEST





# ATTACH NEOPIXEL LED STRIP TO SHOES

The most exciting moment! :)

## BUILDING PROCESS

### ATTACH NEOPIXEL LED STRIP TO SHOES:

- Then attach the Bluefruit microprocessors to the boots with conductive thread.
- Glue the NeoPixel strip along the bottom of the shoe and cut it to the length needed.
- Attach the alligator clips to the NeoPixel strip that attaches to the Bluefruit microprocessor.
- Solder the wires to the microprocessor.

## BUILDING PROCESS

Sensor\_test\_shoes §

```
#include <Adafruit_NeoPixel.h>
```

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  Serial.println(sensorValue);
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## BUILDING PROCESS

```
Sensor_test_shoes $  
}  
  
void loop() {  
  // read the analog in value:  
  sensorValue = analogRead(analogInPin);  
  // print the results to the serial monitor:  
  Serial.print("sensor = " );  
  Serial.println(sensorValue);  
  
  if (sensorValue > 30) {  
    Serial.println("leds triggered");  
    colorWipe(strip.Color(0, 255, 255), 25);  
    colorWipe(strip.Color(0, 0, 0), 25);  
  }  
  
}  
  
void colorWipe(uint32_t c, uint8_t wait) {  
  for(uint16_t i=0; i<strip.numPixels(); i++) {  
    strip.setPixelColor(i, c);  
    strip.show();  
    delay(wait);  
  }  
}
```







● Fly and Shine.





GOOD LUCK BUILDING!

Hope you like it :)