

```
import socket
import select
import pygame
import time
import numpy
import math
import datetime
import random

# =====
# initialization
# =====

# port to listen on
port = 5005

# setup networking
sock = socket.socket(socket.AF_INET,
                     socket.SOCK_DGRAM) # UDP
sock.bind(("0.0.0.0", port))
sock.setblocking(0)

# screen solution
XRES = 1920
YRES = 1080

# setup display
pygame.init()
screen = pygame.display.set_mode((XRES, YRES))
# reset to white
screen.fill((255, 255, 255))
# push white
pygame.display.flip()

# length of moving average array
AL = 20

# accelerometer storage for moving average
AXa = numpy.zeros((AL, 1))
AYa = numpy.zeros((AL, 1))
AZa = numpy.ones((AL, 1))

# array index for accelerometer data
Ai = 0

# store gravity when fast is detected..
GX = 0
GY = 0
GZ = 1

# polar gravity
PGR = 0
PGA = -math.pi/2
PGB = 0

# screen gravity
PSGR = 1
PSGA = -math.pi/2
PSGB = 0

# accelerometer values
AX = 0
AY = 0
AZ = 0
```



mid-development photograph

```
# rotated for screen accelerometer values
GAX = 0
GAY = 0
GAZ = 0
last_G = 0

# timing information
last_time = time.time();

# brush info
BX = 0 # position
BY = 0
VX = 0 # velocity
VY = 0
P = 0 # amount of paint on brush
S = 0 # distance brush has traveled
last_stroke = 0

# seed random number generator
random.seed(time.time())

# =====
# functions
# =====

def polar(X, Y, Z):
    x = numpy.linalg.norm([X, Y, Z])
    if (x > 0):
        y = -math.atan2(Z, X)
        z = math.asin(Y / x)
    else:
        y = 0
        z = 0
    return (x, y, z)

def cartesian(X, A, B):
    x = 0 # don't bother - isn't used
    y = X * math.sin(B) * math.sin(A)
    z = X * math.cos(B)
    return (x, y, z)

# =====
# main program
# =====

fast = 0
notfast = 0
running = 1
while running:

    # move time forward
    dt = time.time() - last_time
    last_time = time.time()

    # no changes made to the screen so far
    draw = 0

    # check for keyboard input
    event = pygame.event.poll()
    if event.type == pygame.QUIT:
        running = 0
    elif event.type == pygame.KEYDOWN:
        if event.key == pygame.K_q:
            running = 0
        elif event.key == pygame.K_r:
            screen.fill((255, 255, 255))
```

```
draw = 1
elif event.key == pygame.K_s:
    filename = "%i.png" % time.time()
    pygame.image.save(screen, filename)

# =====
# networking & sensor
# =====

result = select.select([sock], [], [], 0)
if len(result[0]) > 0:
    # read in data
    data = result[0][0].recvfrom(1024)
    a = data[0].split(",")
    AXa[Ai] = float(a[0])
    AYa[Ai] = float(a[1])
    AZa[Ai] = float(a[2])
    Ai = Ai + 1
    if Ai == AL:
        Ai = 0

# moving averages for acceleration
AX = numpy.sum(AXa) / AL
AY = numpy.sum(AYa) / AL
AZ = numpy.sum(AZa) / AL

# combined acceleration for
# working out resting gravity
A = math.fabs(numpy.linalg.norm([AX,
                                AY, AZ]) - 1)

# in a slow moment store most recent
# direction of the gravitational field
if A < 0.02 and (last_time - last_G) > 0.12:
    GX = AX
    GY = AY
    GZ = AZ
    (PGR, PGA, PGB) = polar(GX, GY, GZ)
    last_G = last_time

# rotate to screen coordinates
# and subtract gravity
(PAR, PAA, PAB) = polar(AX, AY, AZ)
(GAX, GAY, GAZ) = cartesian(PAR,
                             PAA - PGA + PSGA, PAB - PGB + PSGB)
GAZ = GAZ - PGR

# =====
# paintbrush physics
# =====

# acceleration detection for paint strokes
A = numpy.linalg.norm([GAY, GAZ])

# detect moving quickly
if A > 0.4 and fast != 1 and \
    last_time - last_stroke > 0.5:
    fast = 1
    notfast = 0
    scale = random.random() * 0.5 + 0.5
    BX = YRES * GAY * scale + XRES / 2 + \
        random.randint(-XRES/4, XRES/4)
    BY = YRES * GAZ * scale + YRES / 2 + \
        random.randint(-YRES/7, YRES/7)
    VX = 0
```

```
VY = 0
P = 100
COLR = random.randint(0, 255)
COLG = random.randint(0, 255)
COLB = random.randint(0, 255)

# detect stopping
if fast == 1 and (A < 0.1 or ((BX > (XRES + 200) \
                                or BX < -200) and (BY > (YRES + 200) \
                                or BY < -200)) or P <= 0):
    notfast = notfast + dt
    if notfast >= 0.12:
        fast = 0
        BX = 0
        BY = 0
        last_stroke = last_time

if fast == 1:
    # accelerate the paint brush
    VX = VX - GAY * dt * 170
    VY = VY - GAZ * dt * 170
    BX = BX + VX * dt * 120
    BY = BY + VY * dt * 120

# add splotches.... high velocity big
# splotches far apart, low small close
if P > 0:
    V = numpy.linalg.norm([VX, VY])
    S = S + V
    d = A * random.randint(3, 5) * 25 + V
    if S > d:
        S = S - d
        P = P - pow(A*4, 2) * math.pi
        pygame.draw.circle(screen, (COLR, COLG,
                                         COLB), (int(BX), int(BY)), int(A*45))
        draw = 1

# push updates to the screen
if draw == 1:
    pygame.display.flip()

pygame.quit()
```

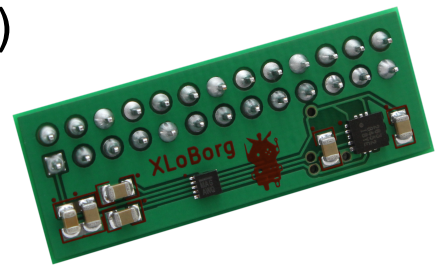
Remote (Client)

```
import socket
import XLoBorg
import time

# network stuff
server = "modelb"
port = 5005

# setup for the accelerometer
XLoBorg.printFunction = XLoBorg.NoPrint
XLoBorg.Init()

# make the socket connection
sock = socket.socket(socket.AF_INET, socket.SOCK_DGRAM)
while True:
    message = '%+01.4f,%+01.4f,%+01.4f' \
        % XLoBorg.ReadAccelerometer()
    sock.sendto(message, (server, port))
    time.sleep(0.005)
```



accelerometer sensor unit