CONTENTS IN DETAIL

ACKNOWLEDGMENTS	xvii
INTRODUCTION	xix
Who Is This Book For?	xix
What's in This Book?	
Part I: Warming Up	
Part II: Simulating Life	
Part III: Fun with Images	xx
Part IV: Enter 3D	
Part V: Hardware Hacking	
Why Python?	xxi
Python Versions	
The Code in This Book	xxii
PART I: WARMING UP	1
1 PARSING ITUNES PLAYLISTS	3
Anatomy of the iTunes Playlist File	4
Requirements	
The Code	
Finding Duplicates	
Extracting Duplicates	7
Finding Tracks Common Across Multiple Playlists	7
Collecting Statistics	
Plotting Your Data	
Command Line Options	
The Complete Code	
Running the Program	
Summary	
Experiments!	15
2	
SPIROGRAPHS	1 <i>7</i>
Parametric Equations	18
Spirograph Equations	19
Turtle Graphics	
Requirements	
The Code	
The Spiro Constructor	
The Setup Functions	
The restart() Method	24

The draw() Method	
Creating the Animation	
The SpiroAnimator Class	
The genRandomParams() Method	
Restarting the Program	
The update() Method	
Showing or Hiding the Cursor	
Saving the Curves	29
Parsing Command Line Arguments and Initialization	
The Complete Code	
Running the Spirograph Animation	
Summary	
PART II: SIMULATING LIFE	39
3	
CONWAY'S GAME OF LIFE	41
How It Works	
Requirements	
The Code	
Representing the Grid	
Initial Conditions	
Boundary Conditions	
Implementing the Rules	47
Sending Command Line Arguments to the Program	47
Initializing the Simulation	
The Complete Code	49
Running the Game of Life Simulation	
Summary	
Experiments!	
4	
GENERATING MUSICAL OVERTONES WITH THE KARPLUS-STRONG ALGORITHM	55
How It Works	57
The Simulation	
Creating WAV Files	
The Minor Pentatonic Scale	
Requirements	
The Code	
Implementing the Ring Buffer with deque	
Implementing the Karplus-Strong Algorithm	
Writing a WAV File	
Playing WAV Files with pygame	
The main() Method	

	omplete Code	
	ng the Plucked String Simulation	
	ary	
Experi	iments!	69
_		
5 BOIL	DS: SIMULATING A FLOCK	<i>7</i> 1
	t Works	
	rements	
ine C	ode	
	Setting Boundary Conditions	
	Drawing a Boid	
	Applying the Rules of the Boids	
	Adding a Boid	
	Scattering the Boids	
	Command Line Arguments	
	The Boids Class	
The C	omplete Code	
	ng the Boids Simulation	
	ary	
	ments!	
6		
	I ART	89
How I	t Works	90
	rements	
The C	ode	
	Defining the Graycoale Loyals and Grid	
	Defining the Grayscale Levels and Grid	92
	Computing the Average Brightness	92 93
	Computing the Average Brightness	92 93 93
	Computing the Average Brightness	92 93 93
TI C	Computing the Average Brightness	92 93 93 95
	Computing the Average Brightness	92 93 93 95
Runnir	Computing the Average Brightness	92 93 93 95 95 95
Runnir Summ	Computing the Average Brightness	92 93 95 95 95 98
Runnir Summ	Computing the Average Brightness	92 93 95 95 95 98
Runnir Summ	Computing the Average Brightness	92 93 95 95 95 98
Runnir Summ Experi	Computing the Average Brightness	92 93 95 95 95 98
Runnir Summ Experi 7 PHO	Computing the Average Brightness Generating the ASCII Content from the Image Command Line Options Writing the ASCII Art Strings to a Text File omplete Code ng the ASCII Art Generator ary iments! TOMOSAICS	92 93 93 95 95 95 95 95 95 95 95 95 95 95 95 95
Runnir Summ Experi 7 PHO	Computing the Average Brightness Generating the ASCII Content from the Image Command Line Options Writing the ASCII Art Strings to a Text File omplete Code ng the ASCII Art Generator ary iments! TOMOSAICS t Works	92 93 95 95 95 98 99 99
Runnir Summ Experi 7 PHO	Computing the Average Brightness Generating the ASCII Content from the Image Command Line Options Writing the ASCII Art Strings to a Text File omplete Code ng the ASCII Art Generator ary iments! TOMOSAICS t Works Splitting the Target Image.	92 93 95 95 95 98 99 99
Runnir Summ Experi 7 PHO	Computing the Average Brightness Generating the ASCII Content from the Image Command Line Options Writing the ASCII Art Strings to a Text File omplete Code ng the ASCII Art Generator ary iments! TOMOSAICS t Works	92 93 95 95 95 98 99 99

Requirements	
The Code	
Reading in the Tile Images	104
Calculating the Average Color Value of the Input Images	
Splitting the Target Image into a Grid	
Finding the Best Match for a Tile	
Creating an Image Grid	
Creating the Photomosaic	
Adding the Command Line Options	
Controlling the Size of the Photomosaic	
The Complete Code	110
Running the Photomosaic Generator	
Summary	
Experiments!	116
8	
AUTOSTEREOGRAMS	11 <i>7</i>
How It Works	118
Perceiving Depth in an Autostereogram	
Depth Maps	
Requirements	121
The Code	
Repeating a Given Tile	
Creating a Tile from Random Circles	
Creating Autostereograms	
Command Line Options	
The Complete Code	
Running the Autostereogram Generator	
Summary	129
Experiments!	129
PART IV: ENTER 3D	131
9	
UNDERSTANDING OPENGL	133
Old-School OpenGL	134
Modern OpenGL: The 3D Graphics Pipeline	136
Geometric Primitives	
3D Transformations	
Shaders	
Vertex Buffers	
Texture Mapping	141
Displaying OpenGL	142
Requirements	

The Code	
Creating an OpenGL Window	142
Setting Callbacks	143
The Scene Class	146
The Complete Code	151
Running the OpenGL Application	
Summary	
Experiments!	
'	
10	
PARTICLE SYSTEMS	159
How It Works	161
Modeling the Motion of a Particle	
Setting a Maximum Spread	
Rendering the Particles	
Using OpenGL Blending to Create More Realistic Sparks	
Using Billboarding	
Animating the Sparks	
Requirements	
The Code for the Particle System	
Defining the Particle Geometry	
Defining the Time-Lag Array for the Particles	
Setting the Initial Particle Velocities	
Creating the Vertex Shader	
Creating the Fragment Shader	
Rendering	
The Camera Class	
The Complete Particle System Code	
The Box Code	
The Code for the Main Program	
Updating the Particles at Each Step	
The Keyboard Handler	
Managing the Main Program Loop	
The Complete Main Program Code	
Running the Program	
Summary	
Experiments!	
'	
11	
VOLUME RENDERING	191
How It Works	192
Data Format	
Generating Rays	
Displaying the OpenGL Window	
Requirements	
An Overview of the Project Code	
Generating a 3D Texture	

The Complete 3D Texture Code	
Generating Rays	200
Defining the Color Cube Geometry	
Creating the Frame Buffer Object	
Rendering the Back-Faces of the Cube	
Rendering the Front-Faces of the Cube	205
Rendering the Whole Cube	205
The Resize Handler	
The Complete Ray Generation Code	
Volume Ray Casting	
The Vertex Shader	
The Fragment Shader	
The Complete Volume Ray Casting Code	
2D Slicing	
The Vertex Shader	
The Fragment Shader	
A User Interface for 2D Slicing	
The Complete 2D Slicing Code	
Putting the Code Together	
The Complete Main File Code	
Running the Program	
Kulling me riogram	
Summan	221
Experiments!	232
Experiments!	
PART V: HARDWARE HACKING	232
PART V: HARDWARE HACKING 12	232 233
PART V: HARDWARE HACKING 12	232
PART V: HARDWARE HACKING 12 INTRODUCTION TO THE ARDUINO	232 233 235
PART V: HARDWARE HACKING 12 INTRODUCTION TO THE ARDUINO The Arduino	
PART V: HARDWARE HACKING 12 INTRODUCTION TO THE ARDUINO The Arduino	
PART V: HARDWARE HACKING 12 INTRODUCTION TO THE ARDUINO The Arduino	
PART V: HARDWARE HACKING 12 INTRODUCTION TO THE ARDUINO The Arduino The Arduino Ecosystem Language. IDE.	
PART V: HARDWARE HACKING 12 INTRODUCTION TO THE ARDUINO The Arduino The Arduino Ecosystem Language IDE Community.	
The Arduino	233 233 235 236 237 238 238 238 238
PART V: HARDWARE HACKING 12 INTRODUCTION TO THE ARDUINO The Arduino The Arduino Ecosystem Language. IDE Community. Peripherals Requirements.	233 233 235 236 237 238 238 238 238 239 239
PART V: HARDWARE HACKING 12 INTRODUCTION TO THE ARDUINO The Arduino The Arduino Ecosystem Language. IDE Community. Peripherals Requirements Building the Light-Sensing Circuit	233 233 235 236 237 238 238 238 239 239
PART V: HARDWARE HACKING 12 INTRODUCTION TO THE ARDUINO The Arduino The Arduino Ecosystem Language. IDE Community. Peripherals Requirements Building the Light-Sensing Circuit How the Circuit Works	
PART V: HARDWARE HACKING 12 INTRODUCTION TO THE ARDUINO The Arduino The Arduino Ecosystem Language. IDE Community. Peripherals Requirements Building the Light-Sensing Circuit How the Circuit Works The Arduino Sketch	233 235 235 236 237 238 238 238 239 239 239 240
PART V: HARDWARE HACKING 12 INTRODUCTION TO THE ARDUINO The Arduino The Arduino Ecosystem Language IDE Community Peripherals Requirements Building the Light-Sensing Circuit How the Circuit Works The Arduino Sketch Creating the Real-Time Graph	233 235 235 236 237 238 238 238 239 239 240 240
PART V: HARDWARE HACKING 12 INTRODUCTION TO THE ARDUINO The Arduino The Arduino Ecosystem Language IDE Community Peripherals Requirements Building the Light-Sensing Circuit How the Circuit Works The Arduino Sketch Creating the Real-Time Graph The Python Code	233 235 235 236 237 238 238 239 239 240 240 241 242
PART V: HARDWARE HACKING 12 INTRODUCTION TO THE ARDUINO The Arduino The Arduino Ecosystem Language IDE Community Peripherals Requirements Building the Light-Sensing Circuit How the Circuit Works The Arduino Sketch Creating the Real-Time Graph The Python Code The Complete Python Code	233 235 235 236 237 238 238 238 239 239 240 240 241 242
PART V: HARDWARE HACKING 12 INTRODUCTION TO THE ARDUINO The Arduino The Arduino Ecosystem Language IDE Community Peripherals Requirements Building the Light-Sensing Circuit How the Circuit Works The Arduino Sketch Creating the Real-Time Graph The Python Code The Complete Python Code Running the Program	233 235 235 236 237 238 238 238 239 239 240 240 241 242 244
PART V: HARDWARE HACKING 12 INTRODUCTION TO THE ARDUINO The Arduino The Arduino Ecosystem Language IDE Community Peripherals Requirements Building the Light-Sensing Circuit How the Circuit Works The Arduino Sketch Creating the Real-Time Graph The Python Code The Complete Python Code	233 235 235 236 237 238 238 238 239 239 240 240 241 242 244 246

13 LASER AUDIO DISPLAY	249
Generating Patterns with a Laser	
Motor Control	251
The Fast Fourier Transform	
Requirements	254
Constructing the Laser Display	
Wiring the Motor Driver	
The Arduino Sketch	258
Configuring the Arduino's Digital Output Pins	258
The Main Loop	259
Stopping the Motors	
The Python Code	
Selecting the Audio Device	
Reading Data from the Input Device	
Computing the FFT of the Data Stream	
Extracting Frequency Information from the FFT Values	
Converting Frequency to Motor Speed and Direction	
Testing the Motor Setup	
Command Line Options	
Manual Testing	
Running the Program	
Summary	
Experiments!	
14 A RASPBERRY PI-BASED WEATHER MONITOR	273
The Hardware	
The DHT11 Temperature and Humidity Sensor	
The Raspberry Pi	
Setting Up Your Pi	
Installing and Configuring Software	
The Operating System	
Initial Configuration	
Wi-Fi Setup	
Setting Up the Programming Environment	
Connecting via SSH	
The Bottle Web Framework	
Plotting with flot	
Building the Hardware	
The Code	
Handling Sensor Data Requests	
Plotting the Data	
The update() Method	

	tandler for the LED	
The Complete Code	vity	290
Running the Program		294
Experiments!		295
A		
SOFTWARE INSTALL	LATION	297
	r the Book's Projects	
	It Binaries for Each Module	
	and MacPorts	
	es	
Installing on Linux		301
В		
BASIC PRACTICAL E	LECTRONICS	303
Common Components		304
Going Further		310
C		
RASPBERRY PI TIPS		311
	Pi Is Connected	
	pter from Going to Sleep	
	i OS	
	sSH	
Using the Raspberry Pi Co	amera	315
	Pi	
	Pi Hardware Version	
INIDEY		010
INDEX		319