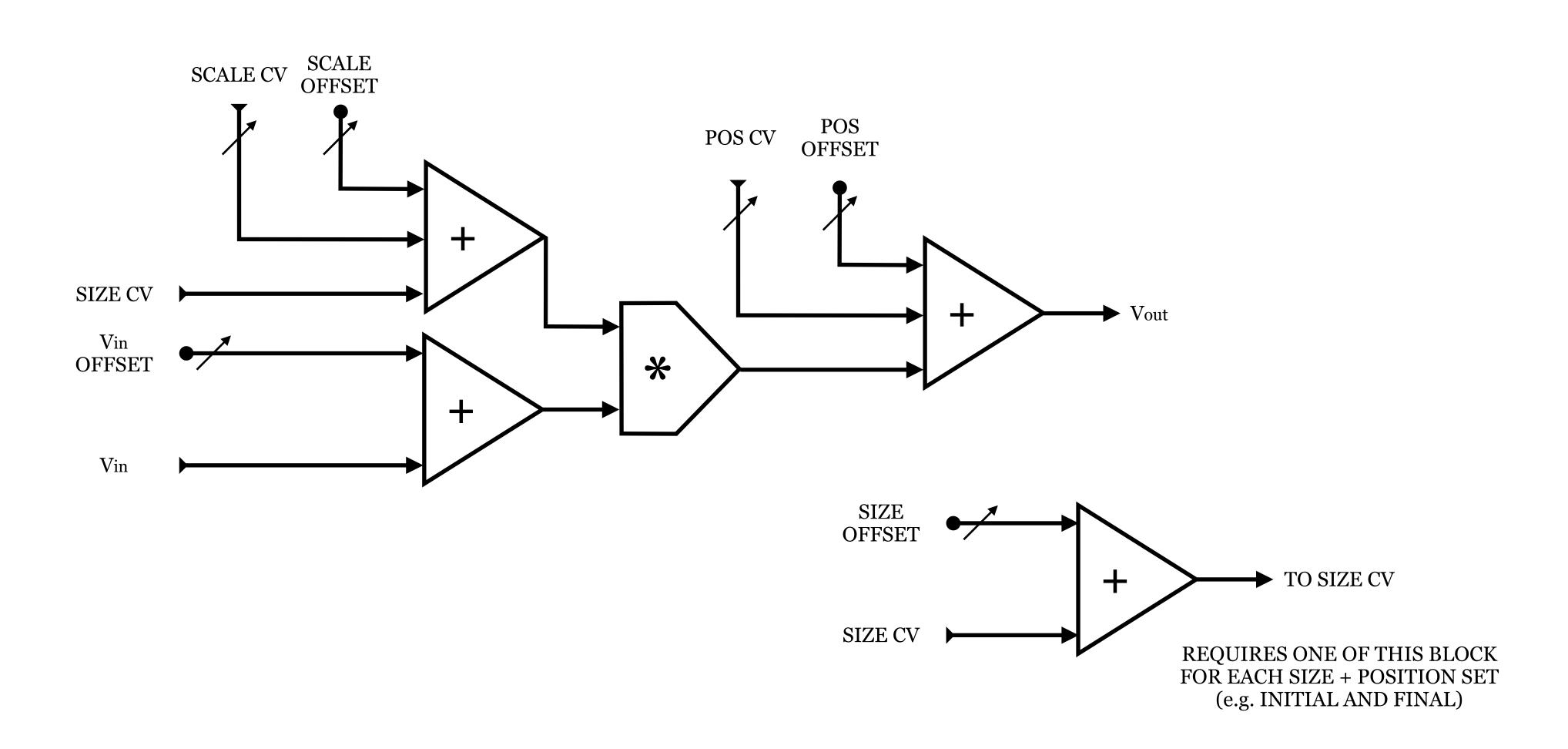


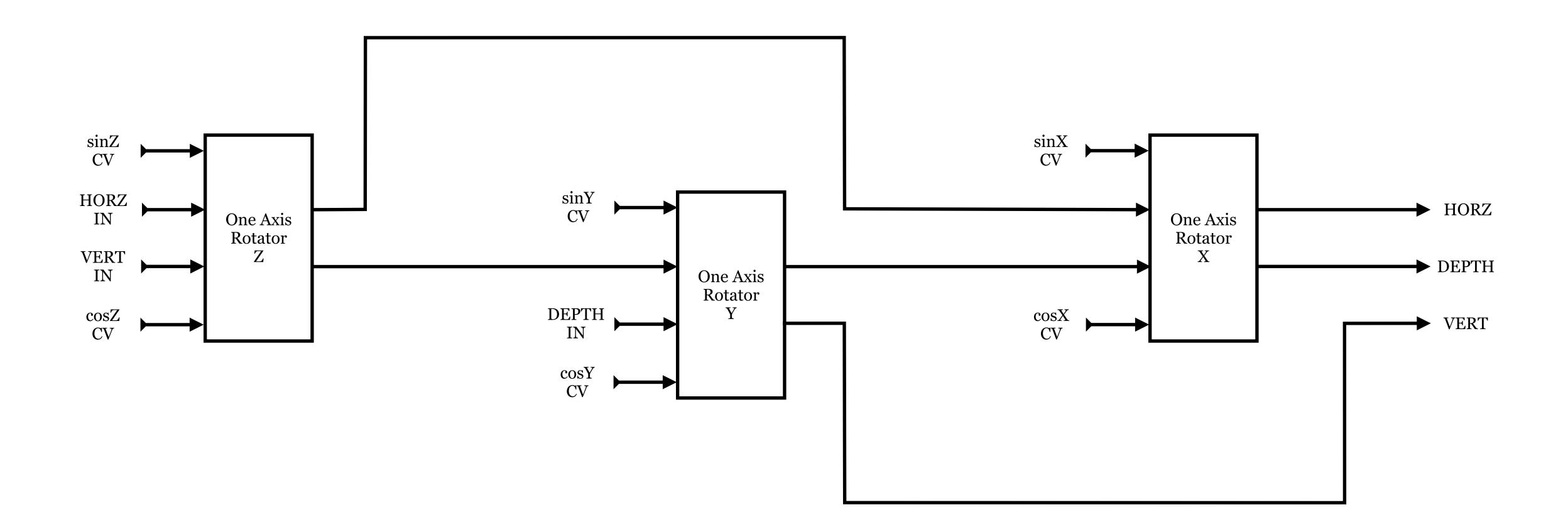
USE FOR:

HORIZONTAL VERTICAL DEPTH (BIPOLAR)

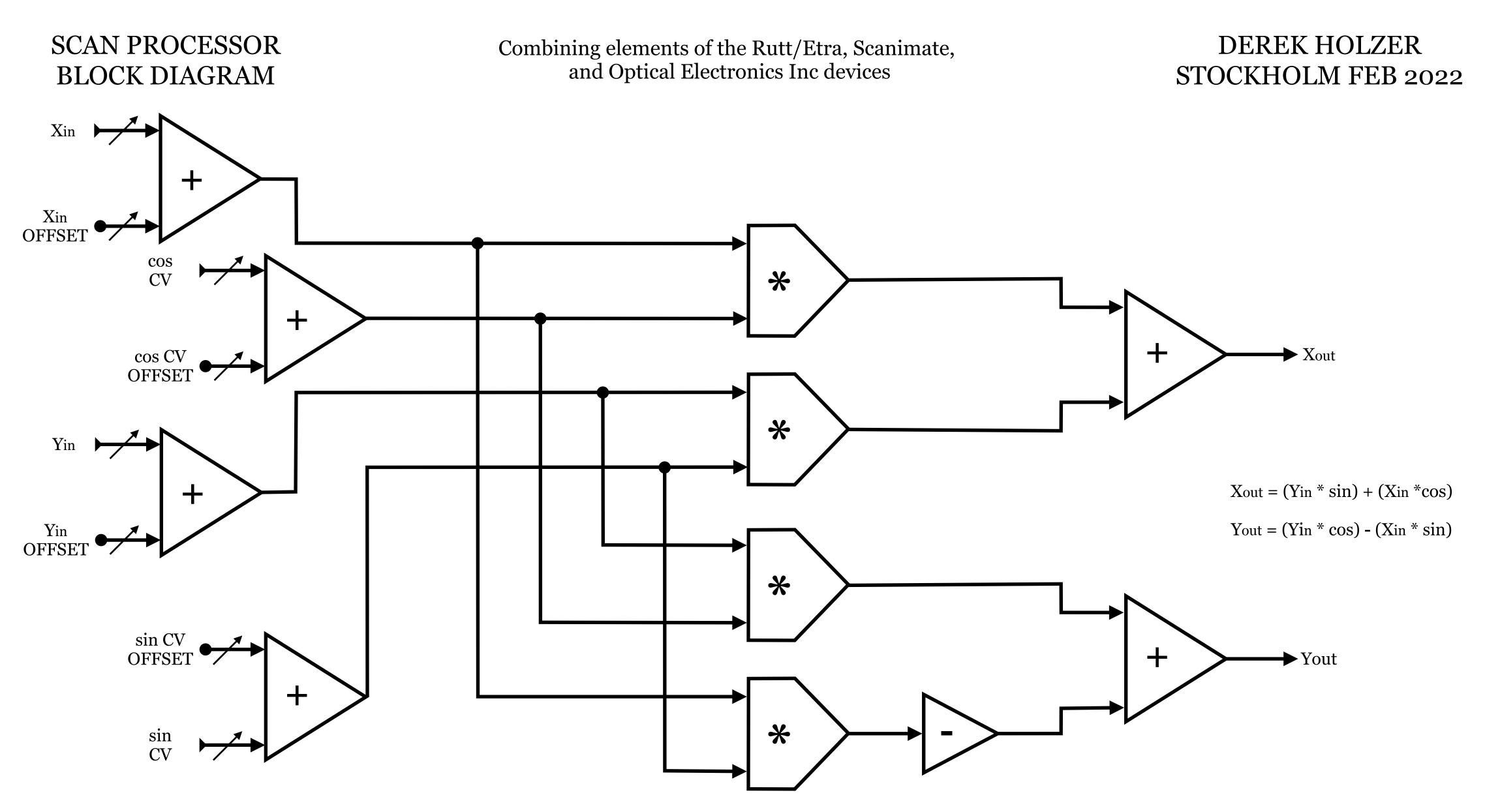
BRIGHTNESS (UNIPOLAR, NO SIZE CV)



SECTION TOTAL



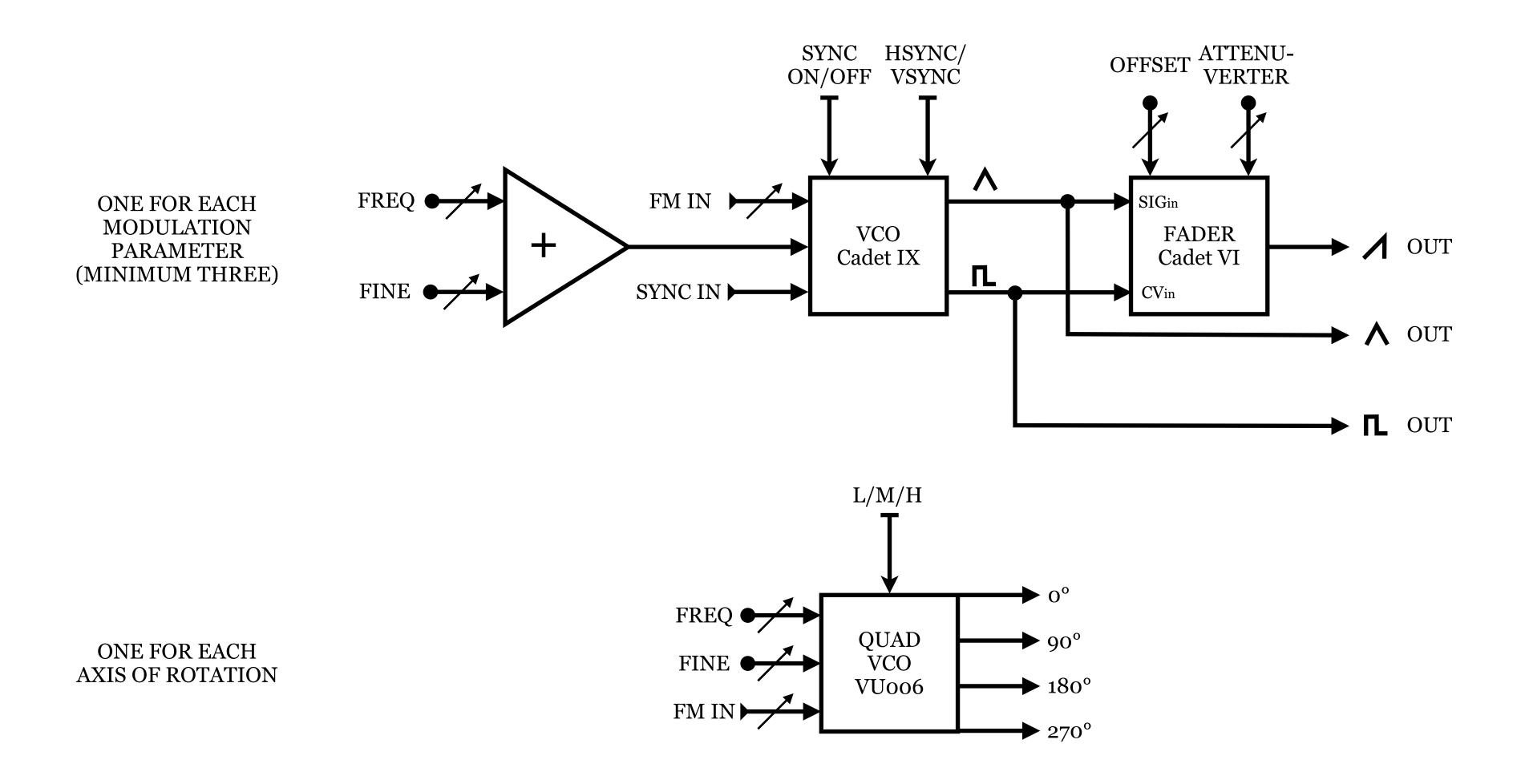
SECTION TOTAL

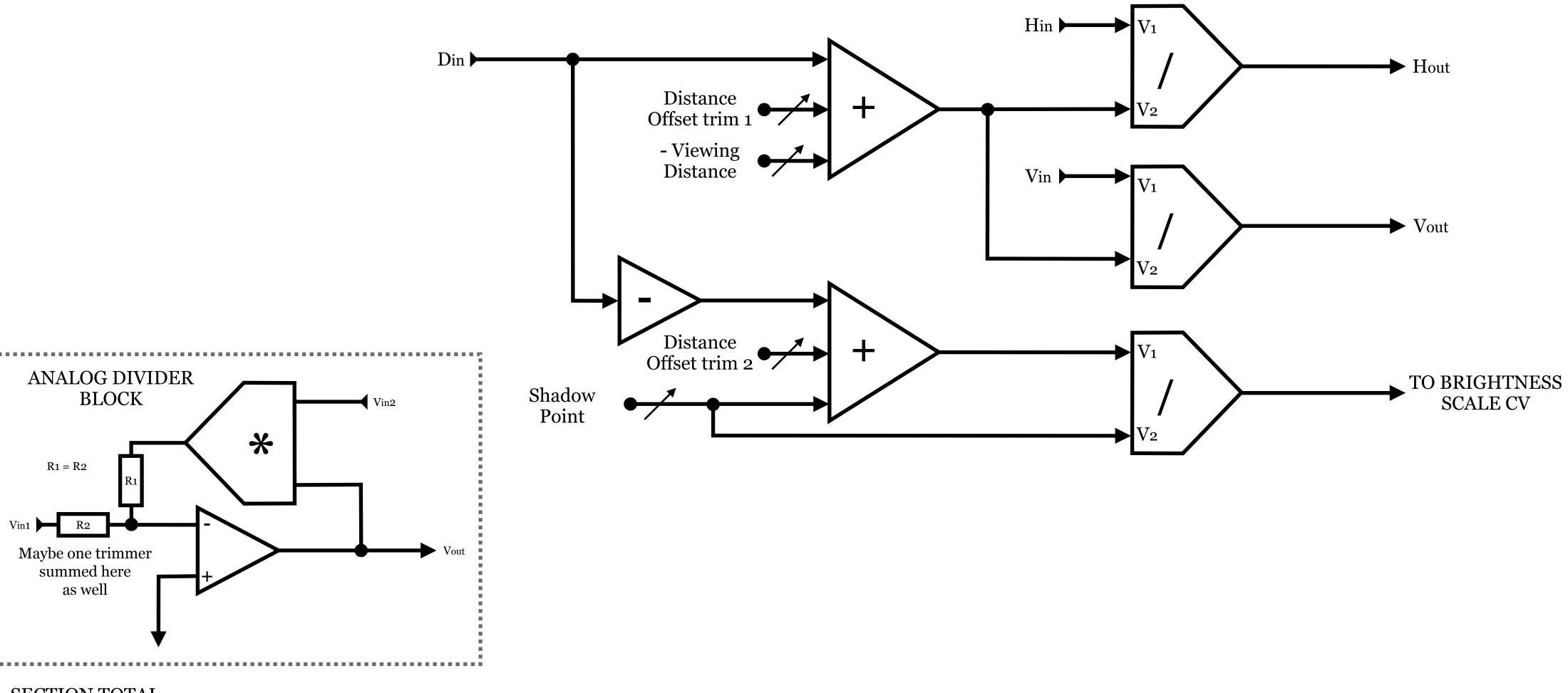


PER AXIS TOTAL

4 * multipliers 7 * summers ALL MULTIPLIERS = 4 QUAD CV inputs must be offset to +/- 0.5V

SECTION IIIb: ONE AXIS ROTATOR





SECTION TOTAL

3 * multipliers 7 * summers PERPSECTIVE

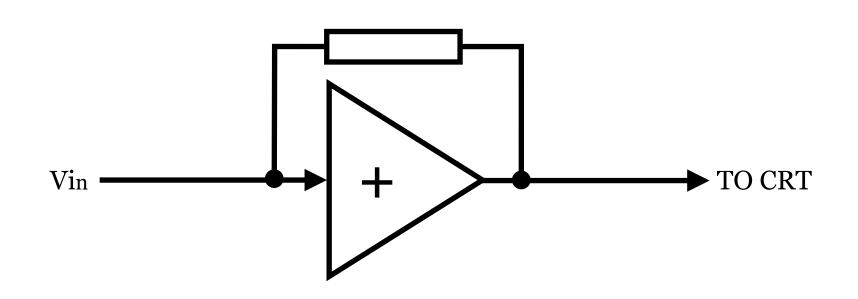
Hout = Hin / D - ViewingDistance Vout = Vin / D - ViewingDistance (Viewing angle not factored in) INTENSITY

Bout = Bin * (ShadowPoint - D / ShadowPoint)

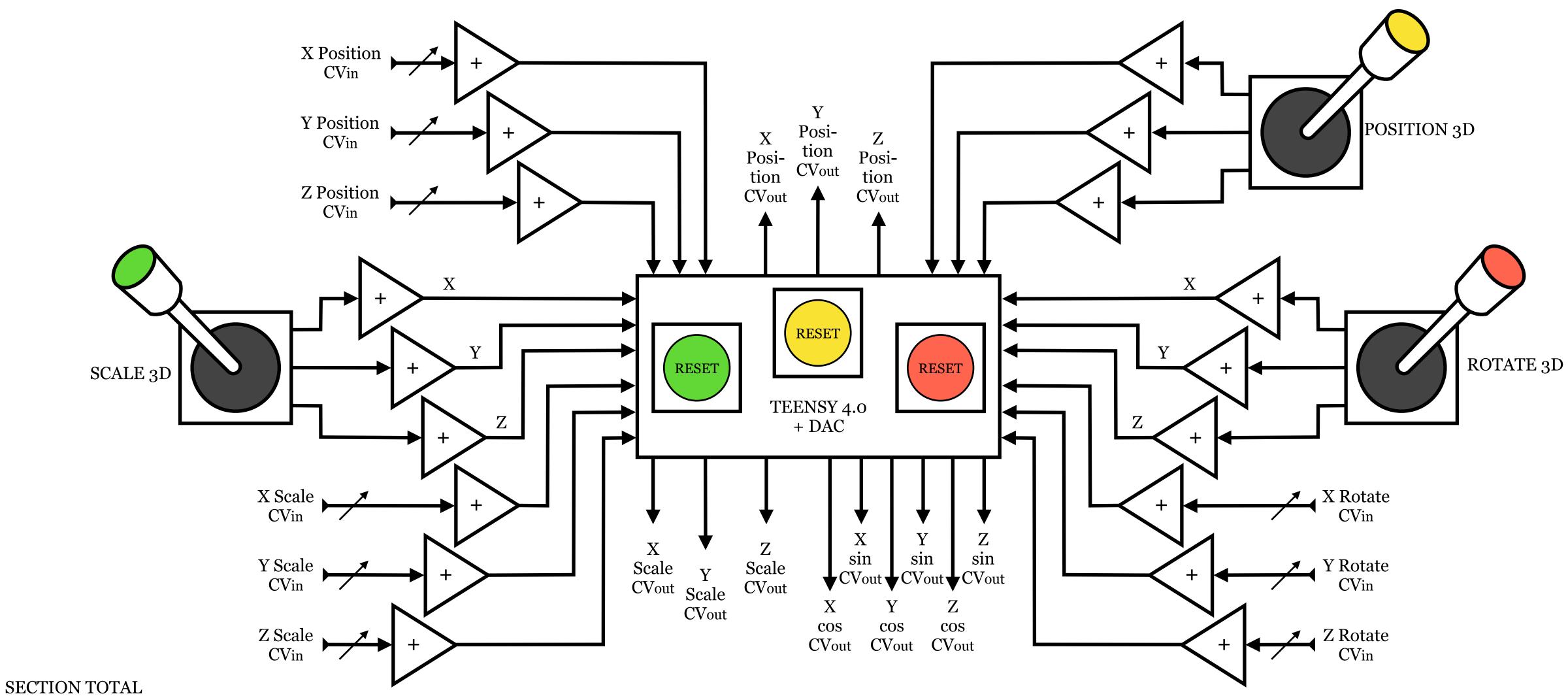
SECTION V: PERSPECTIVE

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SCALE Vin TO TARGET Vout



DEREK HOLZER STOCKHOLM FEB 2022



18 * summers = scaling op-amp buffers

ALL INPUTS SCALED +/-5V to 0 - 1V. ALL OUTPUTS 0 - 1V.
AUDIO RATE I/O DEPENDING ON TEENSY ADC + DAC
JOYSTICK INCREMENTAL RATHER THAN CONTINUOUS
JOYSTICK CV SUMMED WITH CVin AFTER DIGITIZATION
RESET BUTTON FOR JOYSTICK INCREMENTS

SECTION VII: 3D JOYSTICK CONTROL