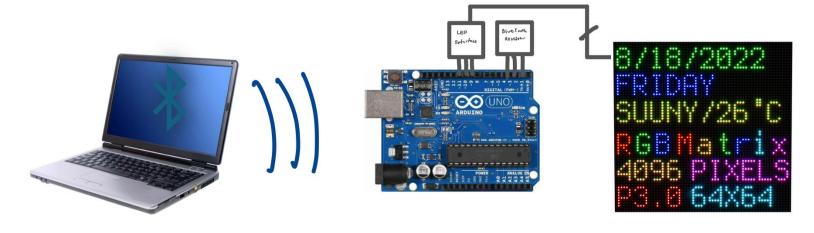




## **Project Description**

- Problem: We want unique electronic artwork in our apartment
- **Solution:** Bluetooth controlled 64x64 LED Matrix
- This embedded systems project is a starting point for a Bluetooth controlled LED display project, utilizing an ATmega328P and an LED Matrix. Additional user interaction can be achieved with RPGs and pushbuttons as we have solid understanding of these components.
- Showed in class, The Bluetooth remote controlled car had **Bluetooth communication via an application**, we are envisioning a similar approach. If allowed, a locally run server would be easy to implement and allow for more features.

# High Level Workflow



1. Bluetooth Application Locally run application that Interfaces with Bluetooth.

User selects displays to be shown:

- Static
- Dynamic
- Game
- Upload? Maybe there is a Clibrary for img -> 64x64 px

2. Arduino Analysis: Interpret signal to drive LED

Handle selections via BT:

- Compute LED row/col and RGB

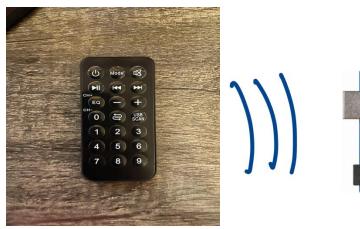
3. User Interface:

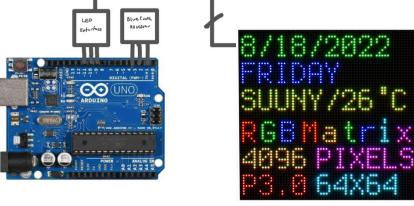
LED matrix

Display image on 64x64

- Send to LED Matrix

#### Alternative 1





1. IR Remote Included in Embedded Systems Kit

User selects displays to be shown:

- Static
- Dynamic
- Game

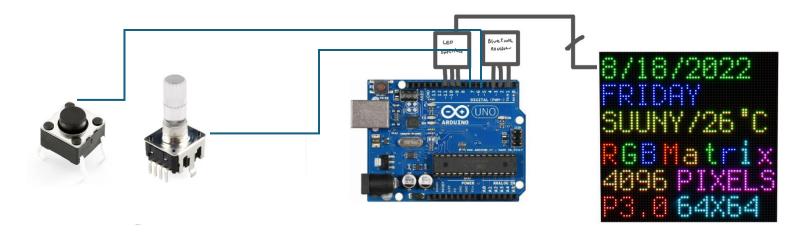
2. Arduino Analysis: Interpret signal to drive LED

3. User Interface:
Display image on 64x64
LED matrix

Handle selections via Interrupts:

- Compute LED row/col and RGB
- Send to LED Matrix

### Alternative 2



1. Button(s) & RPG(s)
Included in Embedded Systems Kit

User selects displays to be shown:

- Static
- Dynamic
- Game

2. Arduino Analysis: Interpret signal to drive LED

Handle selections via Interrupts:

- Compute LED row/col and RGB
- Send to LED Matrix

3. User Interface: Display image on 64x64

LED matrix

#### Required Components

Component	Amount	Usage
Arduino Uno μc	1	Analysis and LED Matrix Interface
HC-05 Bluetooth Chip	1	Interface for µc Bluetooth transmission/reception
64x64 LED Matrix	1	Display availability
RPG/Button/IR transmitter	TBD	Additional UI for μc

