



Thinker1

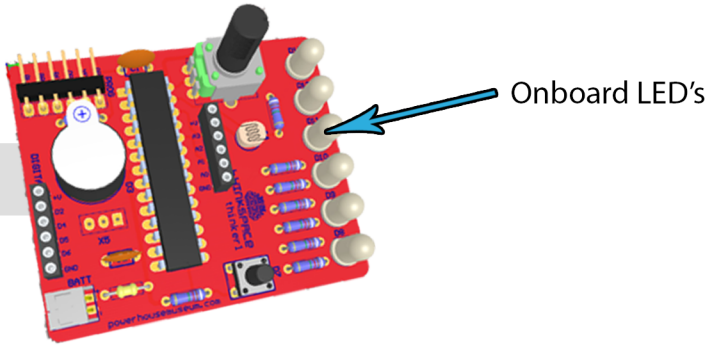
Persistence of Vision

Activity One

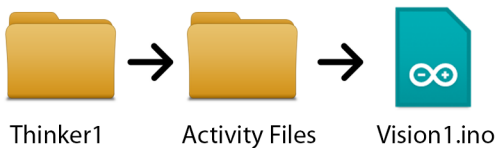
What are we doing?

We be using the 6 LEDs to create a persistence of vision effect to spell out words.

What parts of the board will you be using?



What files will we be using?



Instructions

Step 1

Open the file:  Vision1.ino

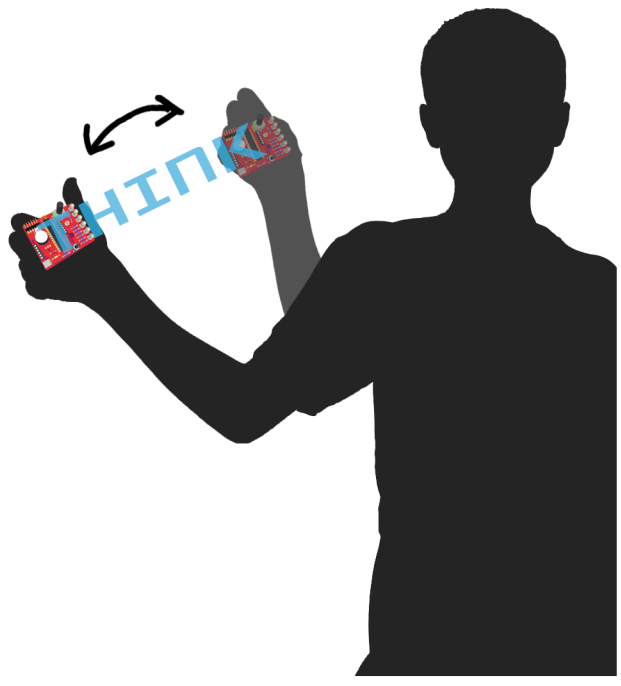
Step 2

Upload the program and you will see the LEDs start to flash quickly.

Move the board back and forth in a waving motion as shown and you should start to see the word *THINK* appearing.

When moving the board be careful not to pull the FTDI out.

When moving the board it is about getting the right speed not going as fast as possible.



Step 3

Have a look at the code and you should notice some blocks of zeroes and ones like these;

```

0,0,0,0,0,0, //T
0,0,0,0,0,1,
1,1,1,1,1,1,
0,0,0,0,0,1,
0,0,0,0,0,0,
  
```

This particular block represents the letter T. Have a look at the arrangement of the zeroes and ones, can you see how the letter is represented (hint; it might help to hold the page sideways). In activity two we will show you how to make your own letters, words and symbols in the same way.