

July 6th, 2010 - Quick update on Code

I attended a workshop at Mad Lab in Manchester yesterday run by Cybersonica and was able to amend the Processing code I have been using to facilitate the interactive images. I haven't yet got the video/audio up and running but what I do now have is a slightly more efficient system whereby the code calibrates within the first five seconds of start up and adjusts itself accordingly to a set scale. Physically, all I have to do now when I set it up, instead of taking manual light readings using the serial monitor and adjusting the code accordingly, is cover the light sensor to allow it to receive the minimum light it will ever have in that setting and allow it to also receive the maximum. It is then able to self adjust and save me manually entering new thresholds in the code. At the moment the light sensor is still very sensitive and it is difficult to really have much control over the images which are displayed from a users point of view, however I quite like the impact these changing parameters have on the interaction; it seems to encourage an element of play which is definitely something I was keen on from the start. Though I may explore the possibilities of more accurate sensors at a later date I'm quite happy with this for now. A new video demonstration and the updated code can be found [here](#).

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