

# Hexabitz Innovative Human Interface Device - IR Theremin

Team Members: Young Beum Cho, Scott Bryar, Geoffrey Powell-Isom, Patricia Fang Academic advisors: Elaine Reeves, Joseph Decuir Industry Advisor: Asaad Kaadan SCHOOL OF STEM, ELECTRICAL ENGINEERING SCHOOL OF STEM, COMPUTER ENGINEERING UNIVERSITY OF WASHINGTON BOTHELL

### **INTRODUCTION**

The IR Theremin is a project utilizing the H08R60 module. The modules were combined into a network topology and programmed to interact with each other. Each H08R60 module is assigned different sounds using serial communication. The functionality is programmed into the master and slave modules. The corresponding sound is created when a sensor detects objects within the threshold distance.

### SOFTWARE DEVELOPMENT ENVIRONMENT

- Keil uVision for firmware design - Programming Language: C
- Processing IDE for CLI design, serial communication, sound processing
  Programming Language: Java
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- STM32 Flash loader demonstrator to update & install firmware (.hex file type)
- Putty as a terminal software

# ABOUT H08R60 MODULE

- 1 dimensional LIDAR sensor capable of accurately measuring the distance to an object less than 2 meters away.
- Infrared time-of-flight ranging sensor module based on ST VL53L0X sensor and STM32F0 MCU
  Figure 1: H08R60 MODULE (32-bit ARM Cortex)
- Firmware designed in C code
- Six array ports and six power ports

### **ABOUT IR THEREMIN**

No physical contact to play the music Uses H08R60 sensor modules Uses serial communication Uses PC to play the sound assigned to each module Custom sound and physical setup environment

#### RESULT

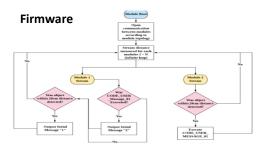
- Sound sample matched with the assigned modules
- When the same sound is triggered before finishing the previous instance, it stops and restarts quickly (i.e. replay technique)
- When a different sound is triggered before finishing the previous instance of sound, the two sound samples overlay (i.e. overlay technique)
- Distance threshold varies according to physical setup and user learning curve
- Streaming samples at a 50ms period (a.k.a. 20Hz)



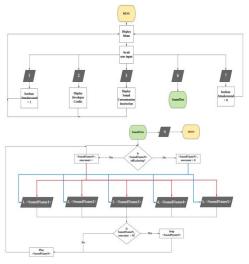
# FUTURE WORK

Potential future work includes programming a sound synthesizer to create effects (e.g. vibrato), and designing a real-time visual display of sound (waterfall & waveform display)

## DESIGN



#### Processing: Menu, Sound Processing



## ACKNOWLEDGEMENTS

We would like to thank our industry advisor Asaad Kaadan, for his professional advice and support.

We would like to thank our academic advisors Elaine Reeves and Joseph Decuir for standing with us and for sharing their experience and guidance, to help our project.

