



### Link to YouTube video

[https://youtu.be/VFxXTfaU\\_uM](https://youtu.be/VFxXTfaU_uM)

### Code screenshot

```

Sweep | Ar
Sweep 5
/* Sweep
  by BARRAGAN <http://barraganstudio.com>
  This example code is in the public domain.

  modified 8 Nov 2013
  by Scott Fitzgerald
  http://www.arduino.cc/en/Tutorial/Sweep
  */

#include <Servo.h>

Servo myservo;  // create servo object to control a servo
// twelve servo objects can be created on most boards

int pos = 0;    // variable to store the servo position

void setup() {
  myservo.attach(9);  // attaches the servo on pin 9 to the servo object
}

void loop() {
  for (pos = 0; pos <= 180; pos += 1) { // goes from 0 degrees to 180 degrees
    // in steps of 1 degree
    myservo.write(pos);            // tell servo to go to position in variable 'pos'
    delay(15);                      // waits 15ms for the servo to reach the position
  }
  for (pos = 180; pos >= 0; pos -= 1) { // goes from 180 degrees to 0 degrees
    myservo.write(pos);            // tell servo to go to position in variable 'pos'
    delay(8);                       // waits 15ms for the servo to reach the position
  }
}

```

### Bill of Materials

Part	Qty
Cardstock - white	2 pieces
11" x 8.5" cardboard sheets	2 pieces
Fishing line	10 inches
½" w x 4" h x 11" l cardboard	2 pieces
½" w x 1" h x 11" l cardboard	4 pieces
Skewer	1 piece
Glue	1.5 stick
Romeo BT	1 piece
Servo	1 piece
Servo Arm	1 piece
Small screw	1 piece
Painter's tape	~10 inches
Battery pack	1 piece
AA batteries	4 pieces

### Process, description, and reflection

It was amazing bringing this project to life using code and Arduino technology. It brought tears to my eyes the first time I was able to turn it on as I always wanted to create something using this technology - I just did not have the resources to do so. I spent a considerable amount of capturing the movement and beauty of this piece so it would be in sync with breathing and align with the music. I am extremely excited to further develop this project and my skills in prototyping and design.