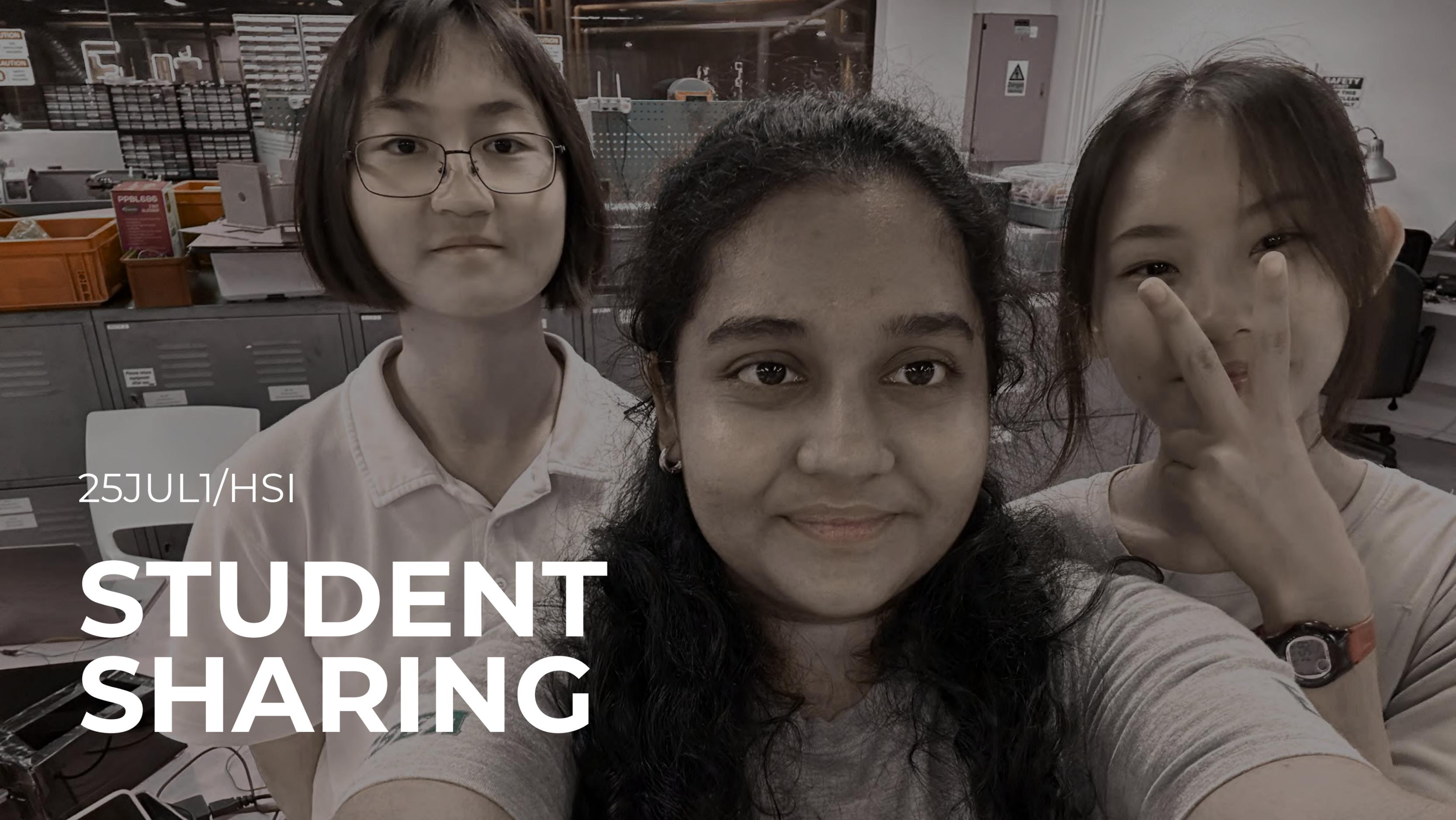


25JUL1/HSI

# STUDENT SHARING



# ACCOMPLISHED DURING SWAP

## Tasks and Projects: Interpretation of data

Using OpenCV to obtain pixel values for dispersed light from existing spectrometer, along with Numpy to manipulate data

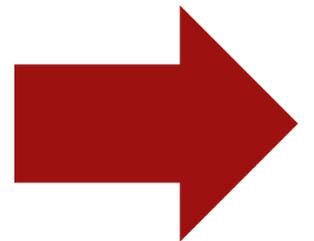
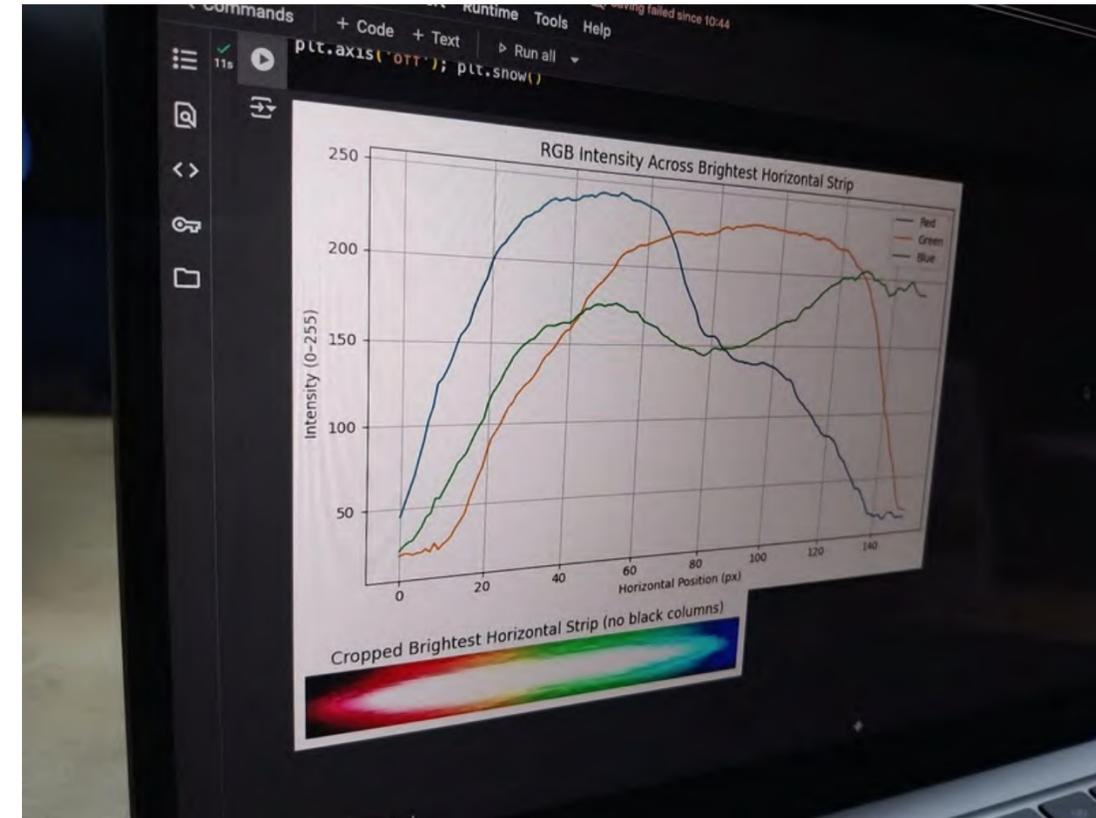
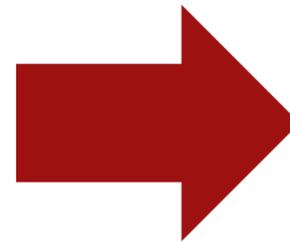
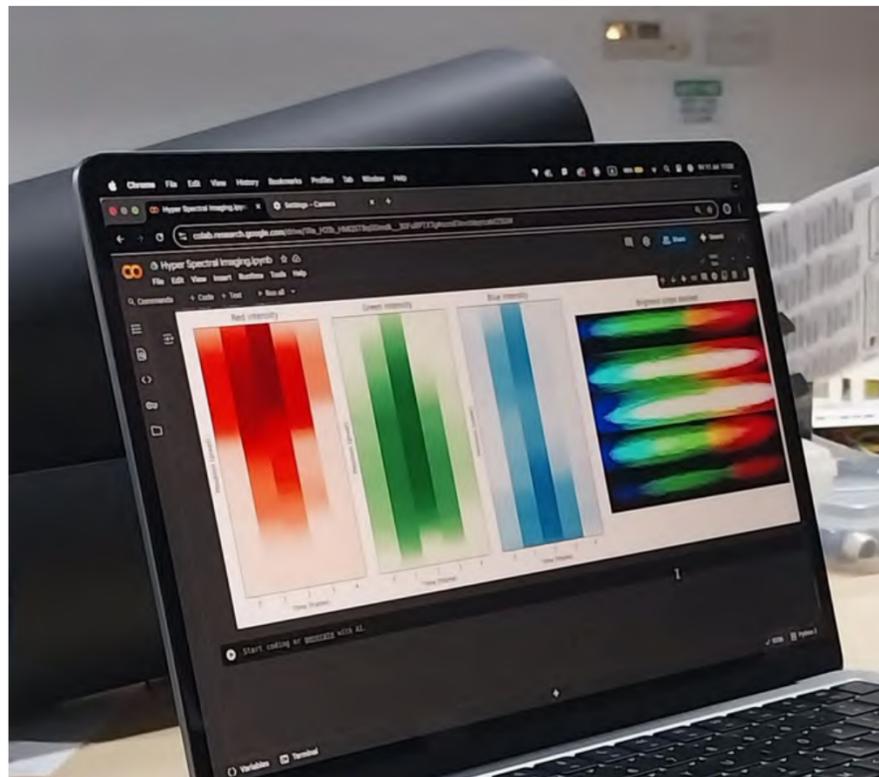
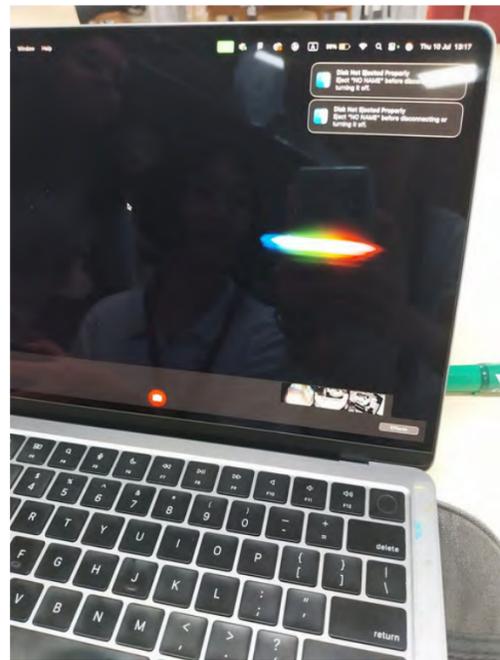
- Began with cropping out the brightest slit of light (1<sup>st</sup> order)
- Created graphs of RGB intensity vs. pixel position
- Finally a 3D graph of RGB intensity vs. pixel position vs. frames

### Technical skills:

- Reading and manipulating image data (pixel coordinates)
- Accessing and manipulating pixel arrays
- Applying computational tools in a science project context
- Prompt engineering

# ACCOMPLISHED DURING SWAP

## Our Progress

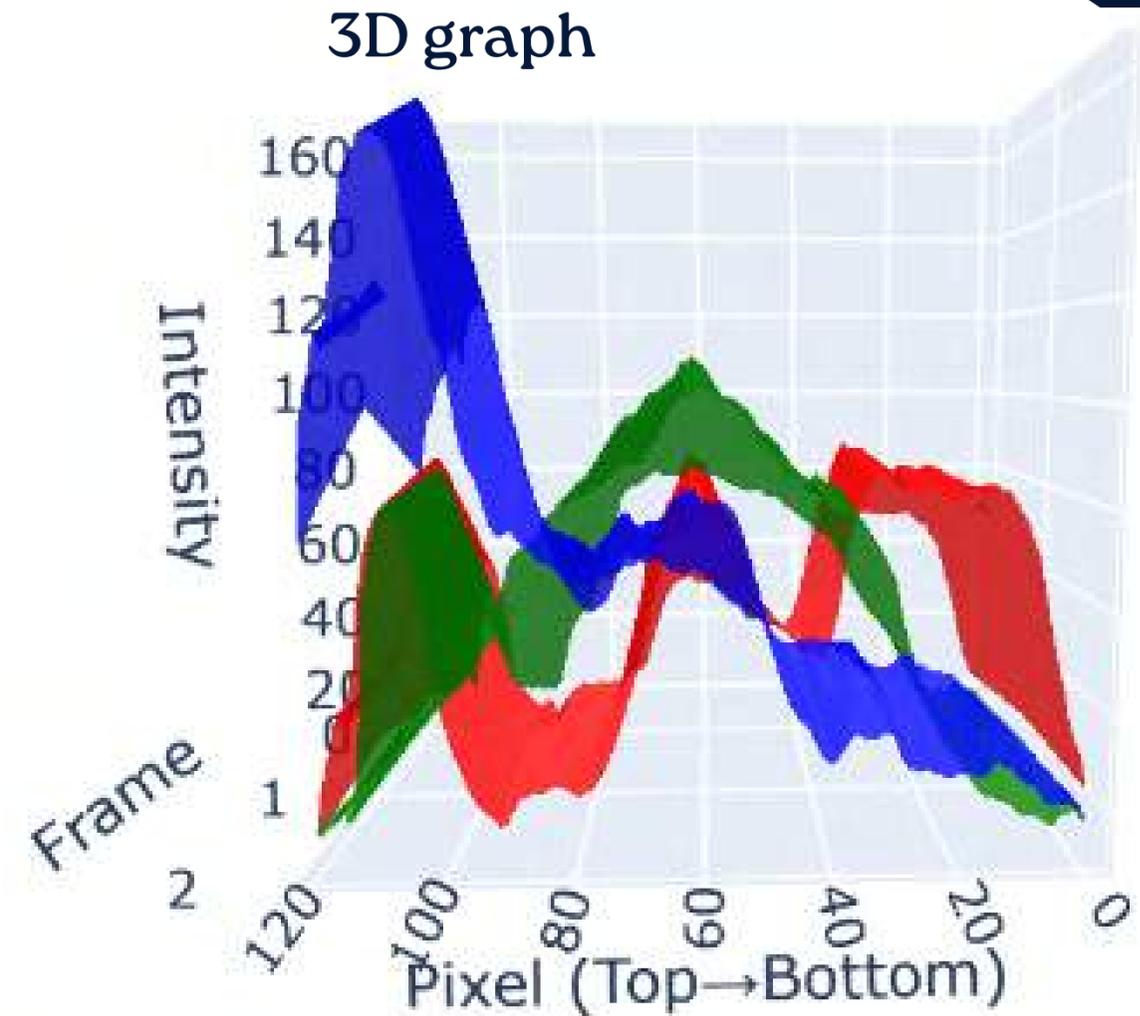
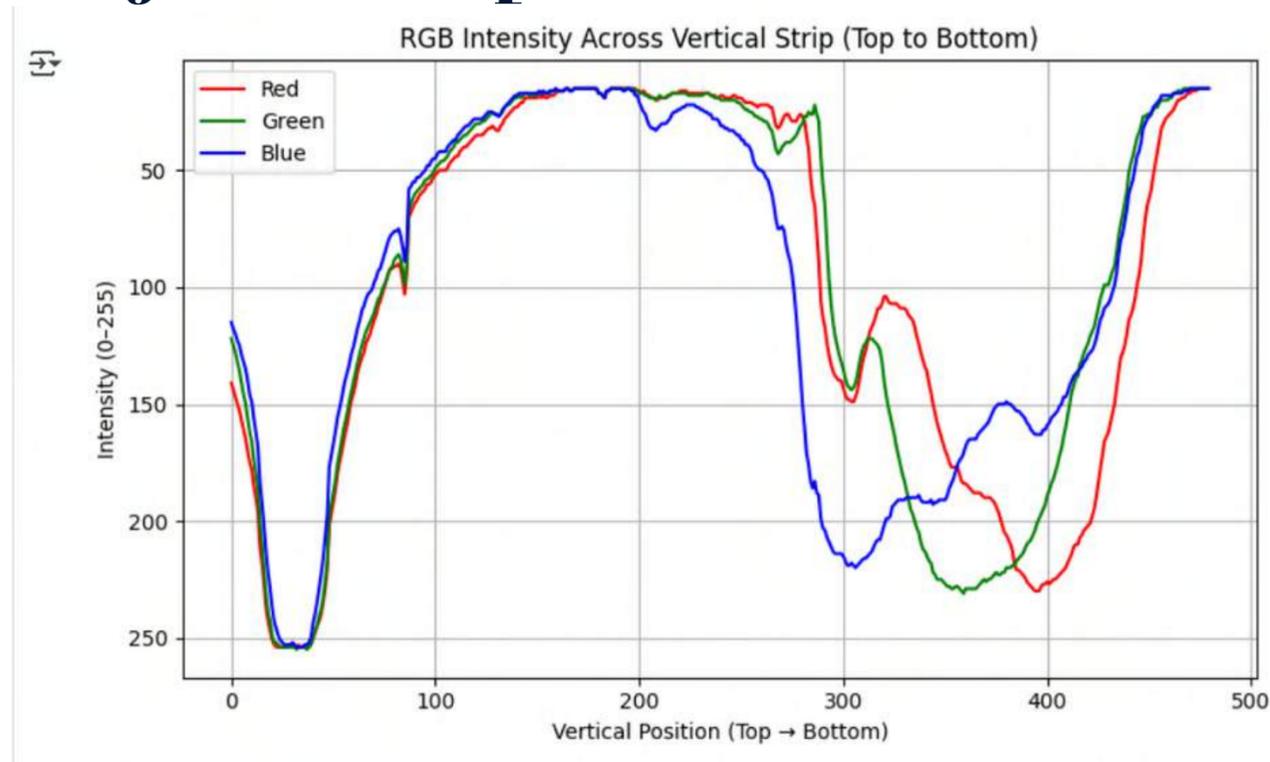


- cropping out coloured parts
- analysing intensity of RGB values

- forming a graph based on gathered information

# ACCOMPLISHED DURING SWAP

## Tasks and Projects: Interpretation of data



Cropped images

Vertical Strip Frame 1



Vertical Strip Frame 2



Vertical Strip Frame 3



# ACCOMPLISHED DURING SWAP

## Tasks and Projects: Designing the spectrometer

### Designing a spectrometer to better capture 1<sup>st</sup> order maximum of light:

- We wanted to design a spectrometer so that the USB camera only captures one of the 1<sup>st</sup> order maximum and avoid the 0<sup>th</sup> order completely to reduce unnecessary brightness/distractions for the code.

### Technical skills:

- Applying understanding of multi-slit diffraction angles for lights of different wavelengths to calculate range of angles for 1<sup>st</sup> maxima for VL spectrum
- Using concepts learnt in classrooms (eg trigonometry to calculate dimensions)

### Improving design to enhance structural integrity:

- Incorporating calculated angle values to reduce no. of components of spectrometer: 3 → 2 by including the grating inside the tunnel itself and designing the camera to be at an angle to capture the range of frequencies

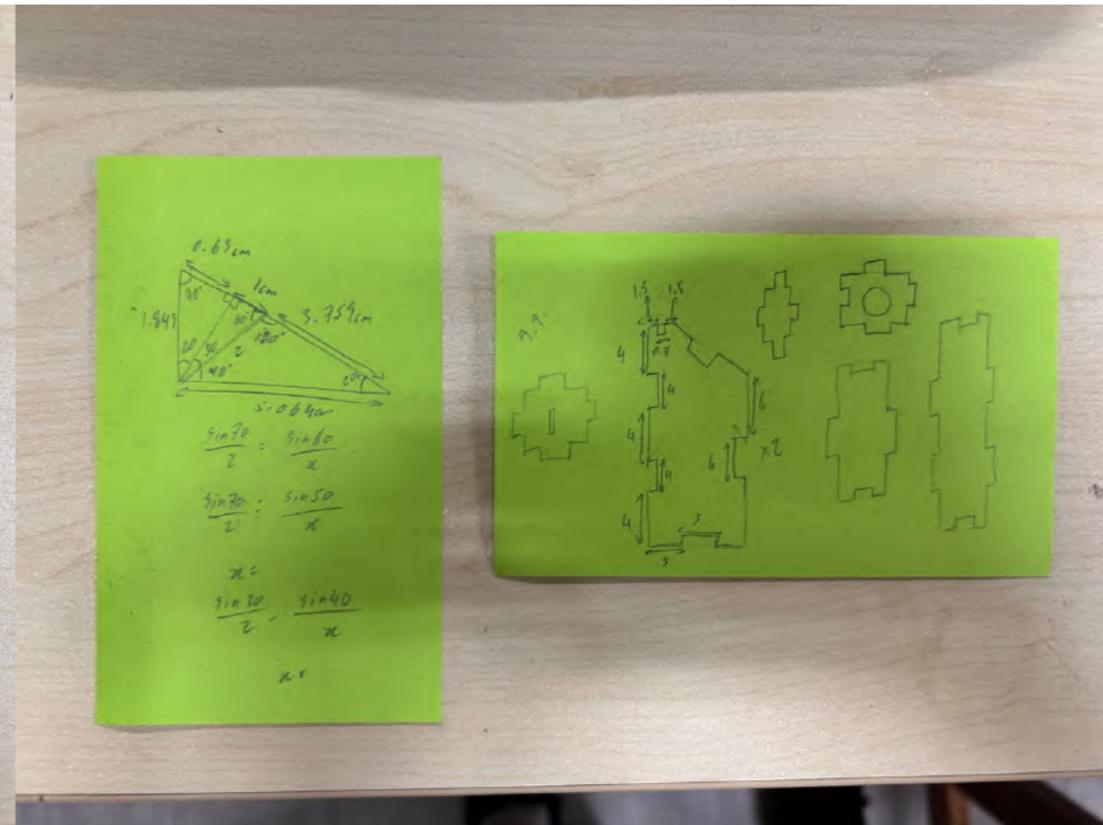
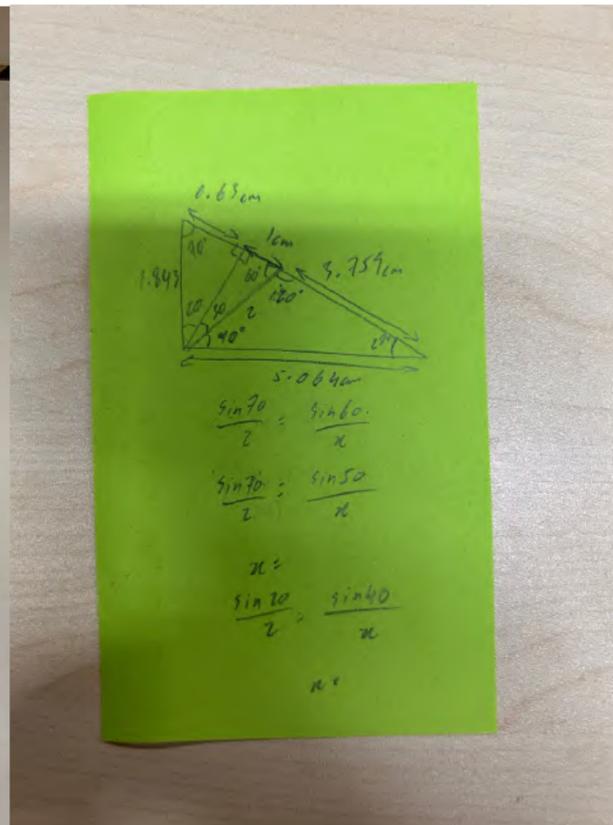
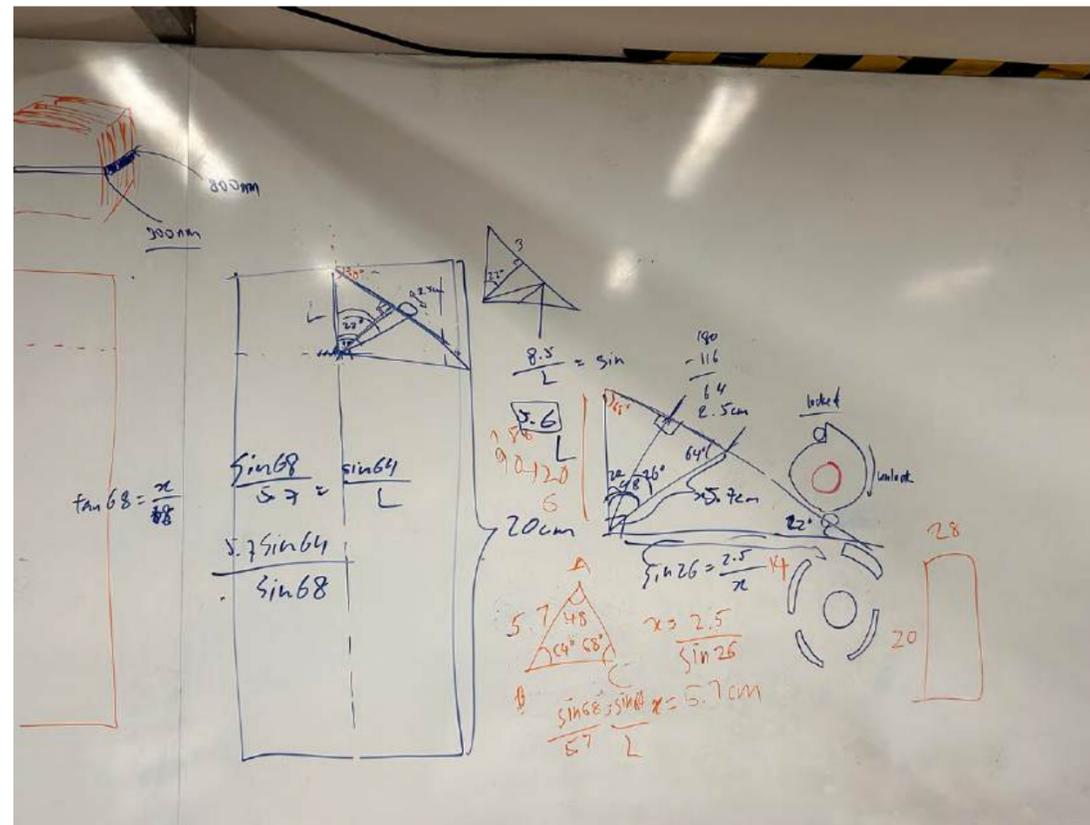
### Technical skills:

- Using Onshape to design pieces of the spectrometer
- Learning about laser cutting & operating Universal Laser Cutting System

# ACCOMPLISHED DURING SWAP

## Tasks and Projects: Designing the spectrometer

Some calculations...





# ACCOMPLISHED DURING SWAP

**Tasks and Projects: Designing the spectrometer**

**Laser cutting...**

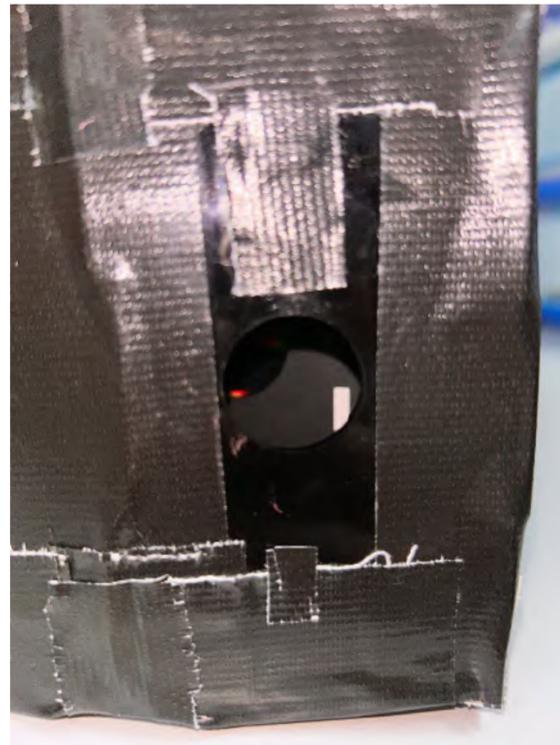
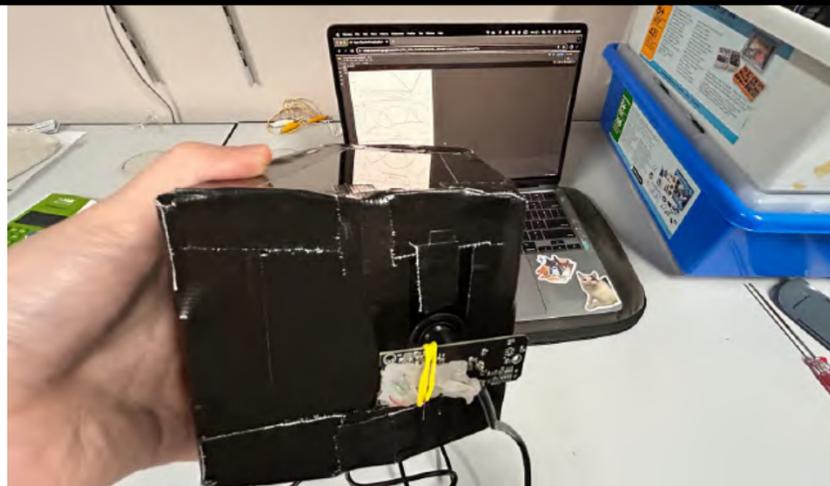


# ACCOMPLISHED DURING SWAP

**Tasks and Projects: Designing the spectrometer - prototyping**

**Initially had 2 prototypes and tested which one worked better...**

**Prototype 1:**



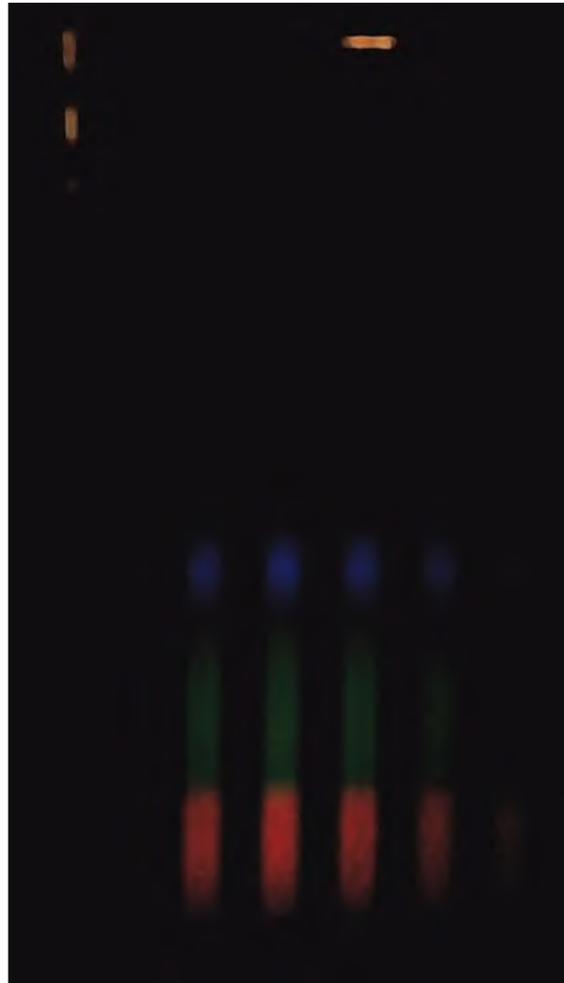
**Prototype 2:**



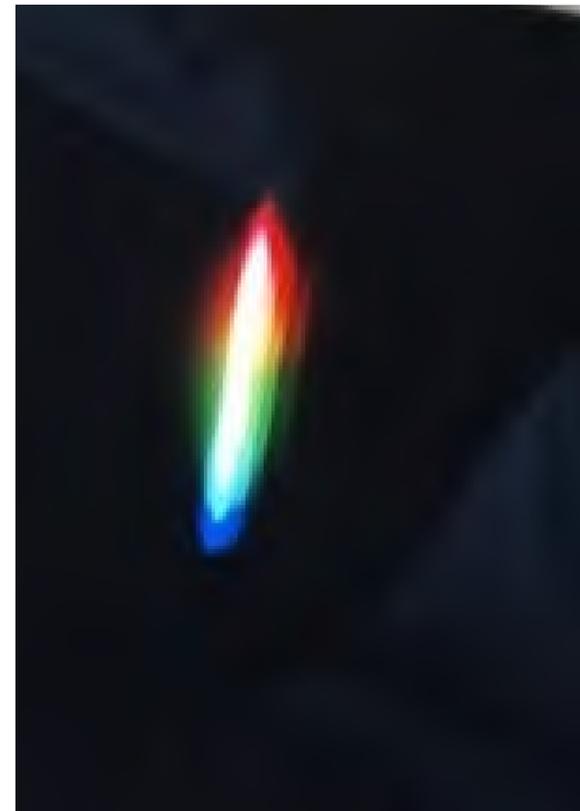
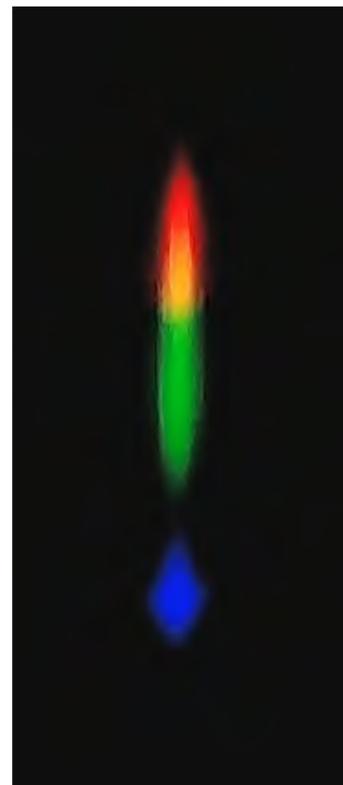
# ACCOMPLISHED DURING SWAP

**Tasks and Projects: Designing the spectrometer - improvements made**

**Old design**



**Our final design**



**Improvements:**

- **Less stray light**
- **Brighter, easier to see**
- **Only captures 1<sup>st</sup> order, excludes light from 0<sup>th</sup> order**

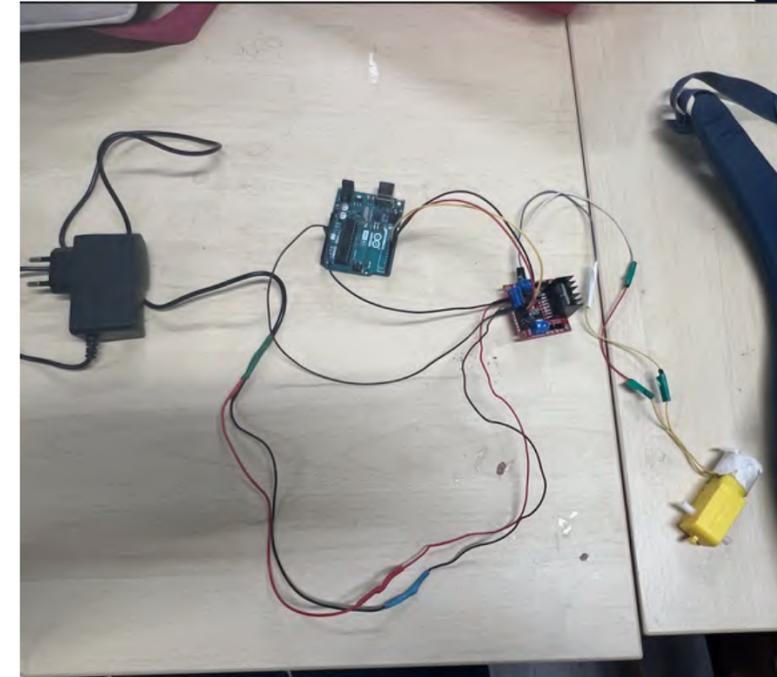
# ACCOMPLISHED DURING SWAP

## Tasks and Projects: Arduino - Hardware & Software

```
// Define motor control pins
int motorPin1 = 8; // Connect to IN1 on L298N
int motorPin2 = 9; // Connect to IN2 on L298N

void setup() {
  // Set motor control pins as OUTPUT
  pinMode(motorPin1, OUTPUT);
  pinMode(motorPin2, OUTPUT);
}

void loop() {
  // Move the motor forward
  digitalWrite(motorPin1, HIGH); // IN1 to HIGH
  digitalWrite(motorPin2, LOW);  // IN2 to LOW
  delay(2000); // Run motor forward for 2 seconds
```



```
servo.write(0); // rotate slowly servo to 0 degrees immediately
}

void loop() {
  for (int angle = 0; angle <= 180; angle += 10) { // rotate slowly from 0 degrees to 180 degrees,
    // in steps of 1 degree
    servo.write(angle); // control servo to go to position in variable 'angle'
    delay(10); // waits 10ms for the servo to reach the position
  }

  for (int angle = 180; angle >= 0; angle -= 10) { // rotate from 180 degrees to 0 degrees, one by
    servo.write(angle); // control servo to go to position in variable 'angle'
    delay(10); // waits 10ms for the servo to reach the position
  }
}
```

# WHAT WE HAVE LEARNT

- Design and calculate precise dimensions of a spectrometer to ensure it fulfils its purpose applying physics and maths knowledge
- Improved our problem solving skills through trial and error
- Combine hardware and software to achieve a real-world outcome
- Polished prompt engineering skills
- Operate a laser cutter using softwares such as Onshape, CorelDraw to import, and Universal laser system
- Practiced communication & other interpersonal skills by working together on this project as a team

**THANK  
YOU**