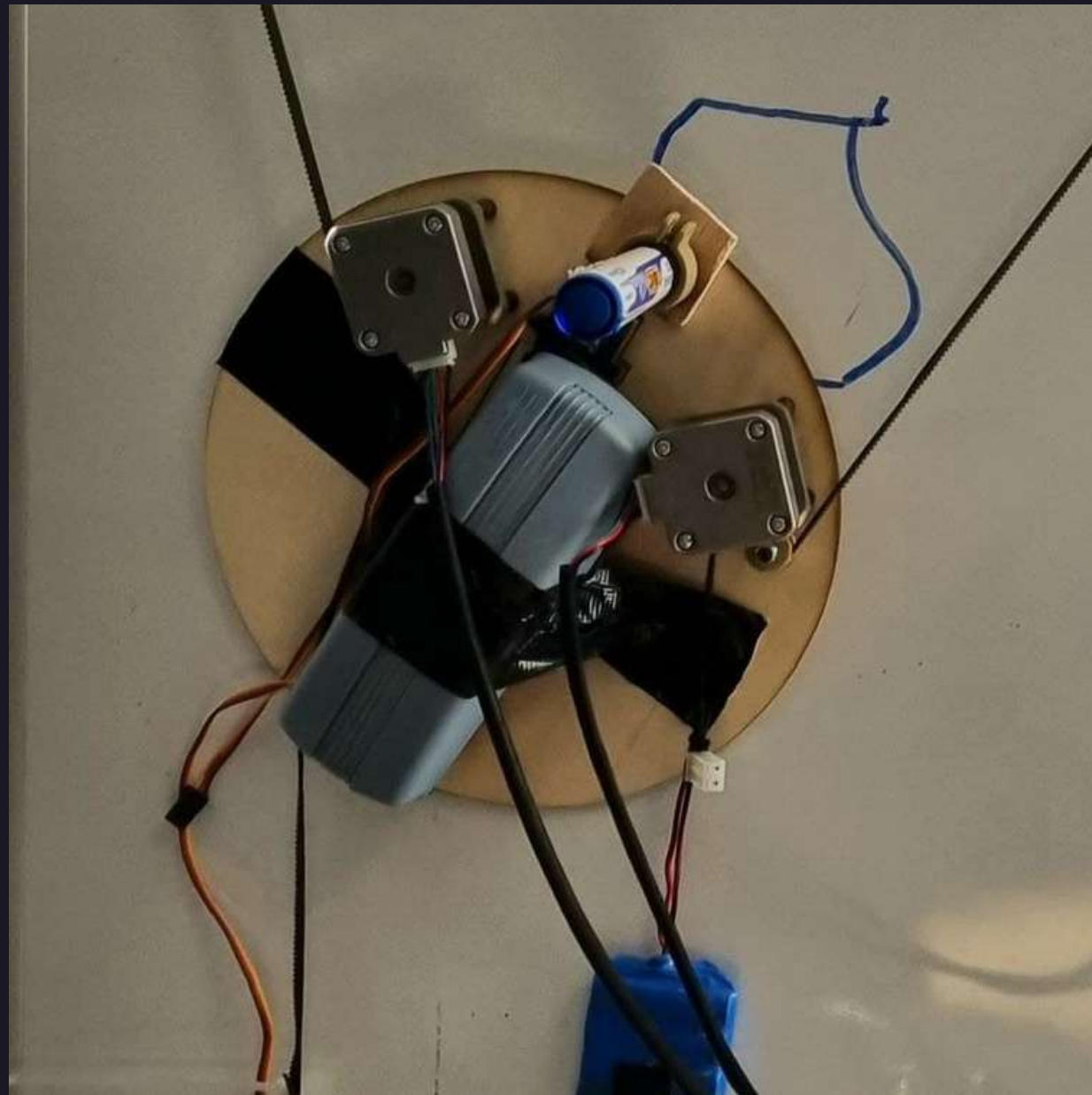




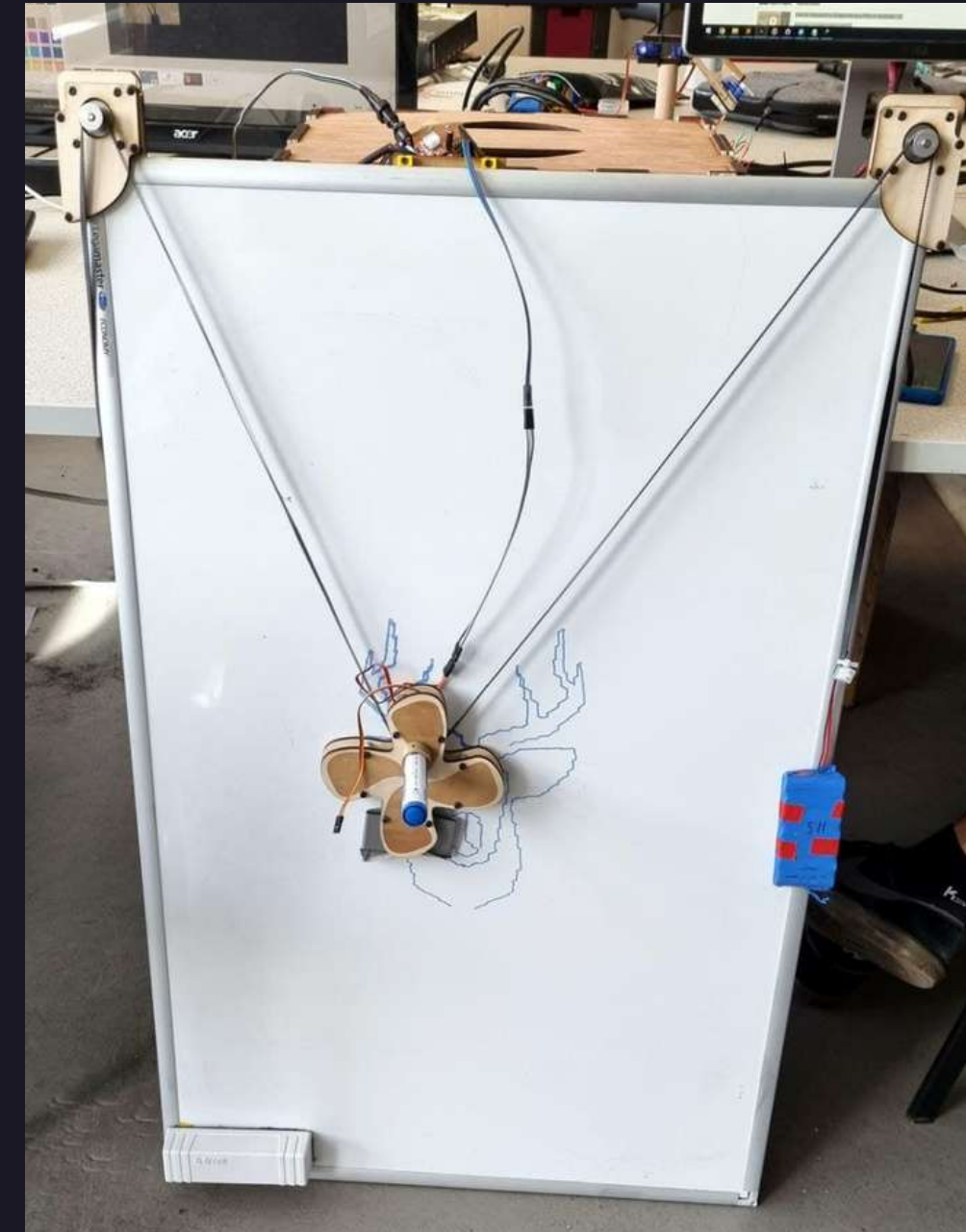
Vertical Plotter

02

Changement de mécanique



Version 1



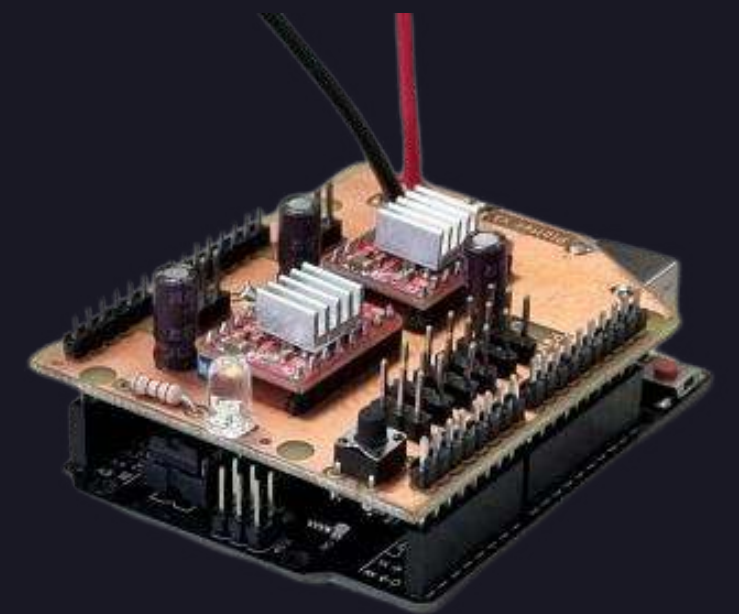
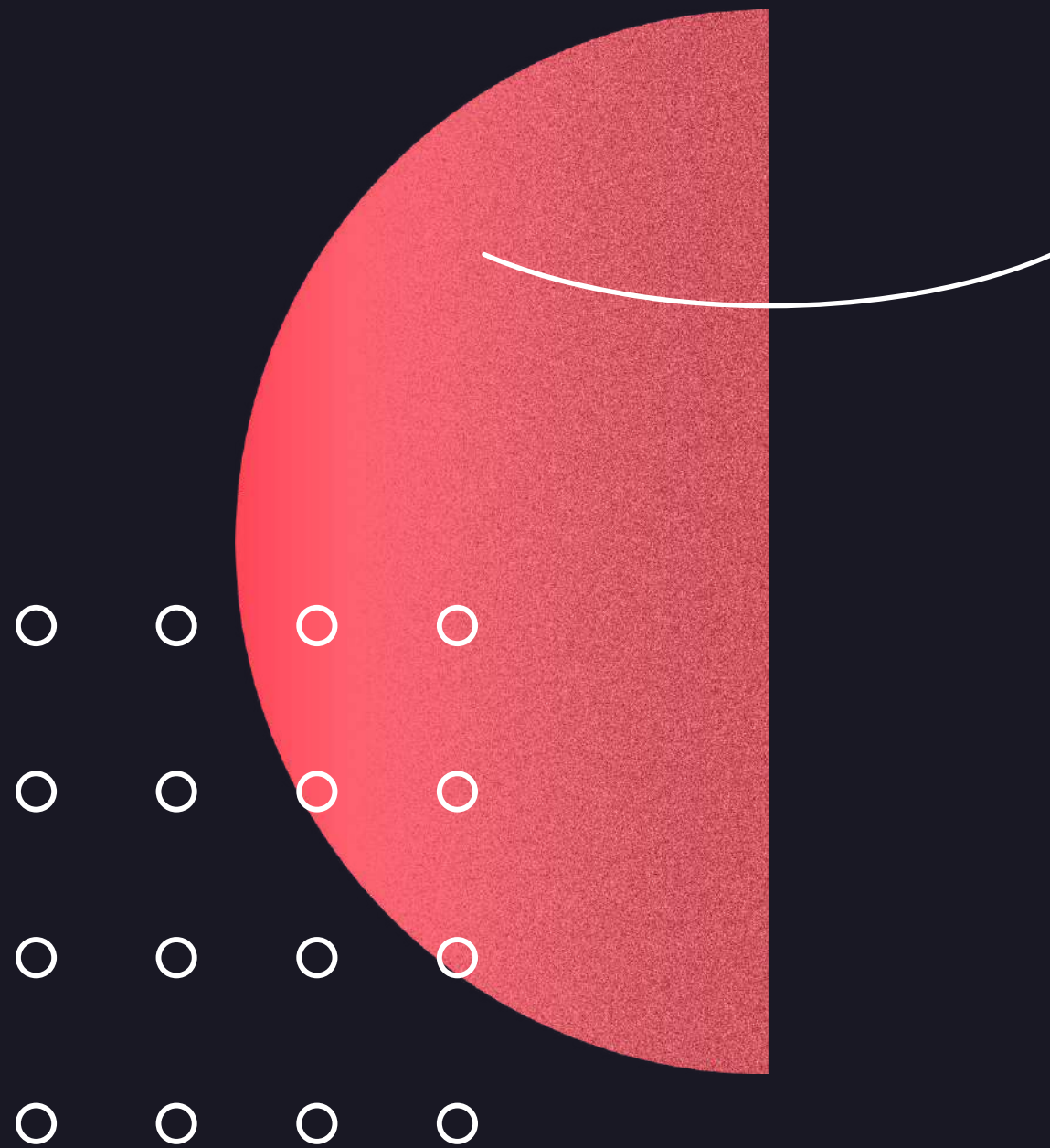
Version 2

Électronique

Pas de changement majeur

À part changer les contrôleurs qui ne supportent pas le 35 V

Mise en place d'une alimentation définitive

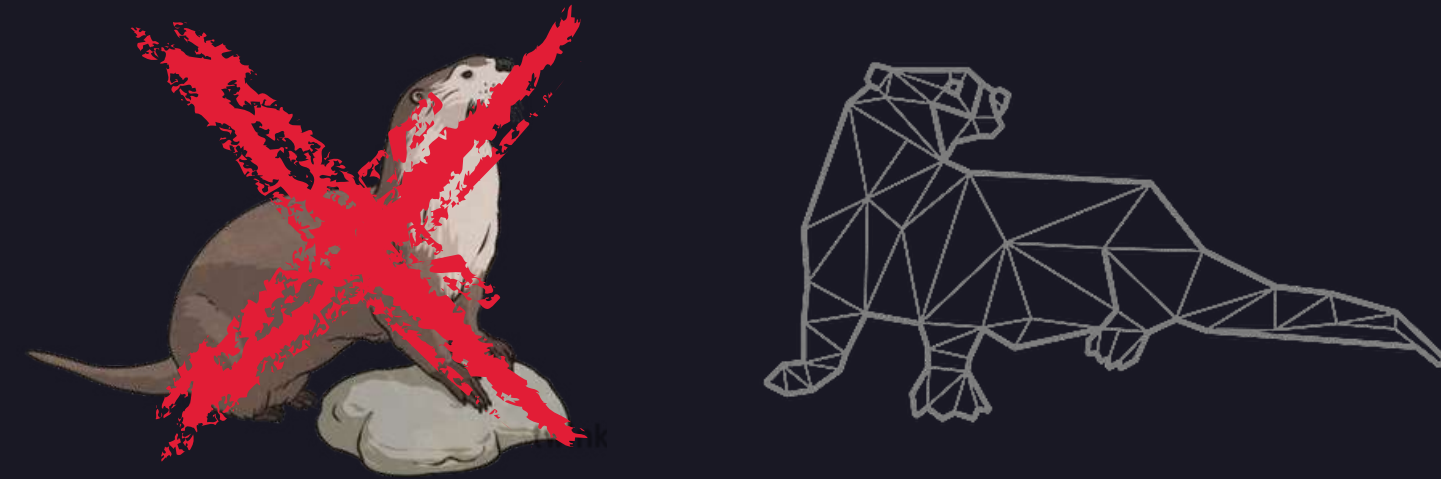


Logiciel - Contrôle

04

Définition d'une image comme une suite de chemin

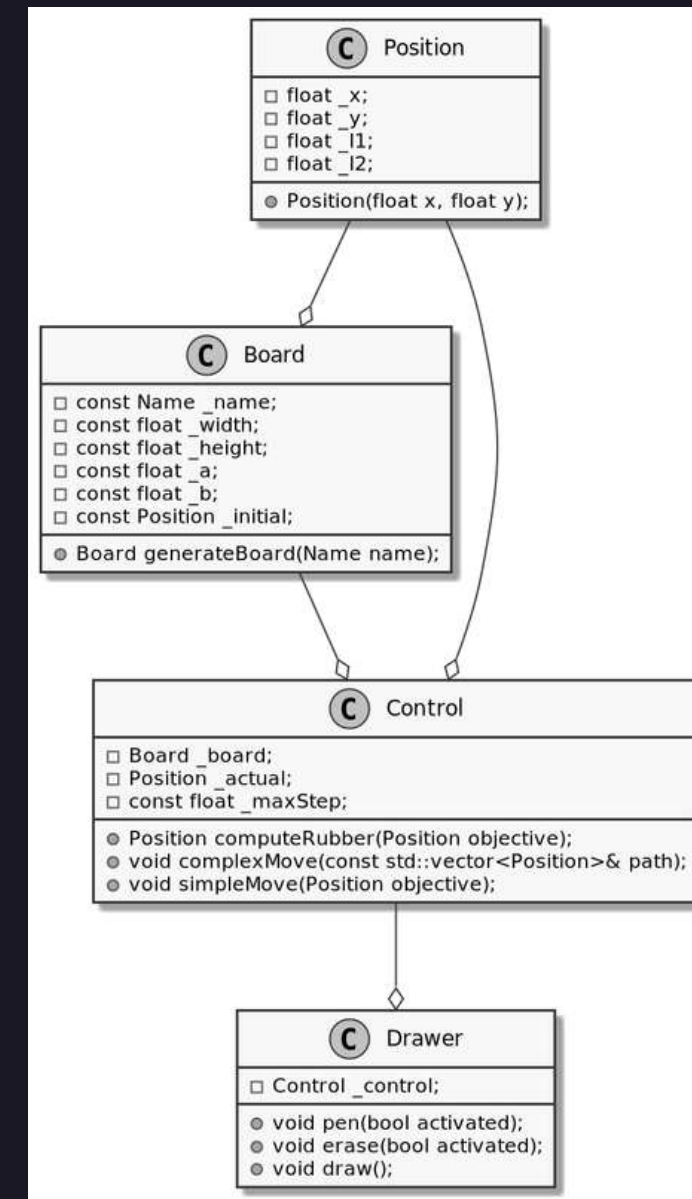
Travail avec des images plutôt géométrique (low poly) que des images en couleur



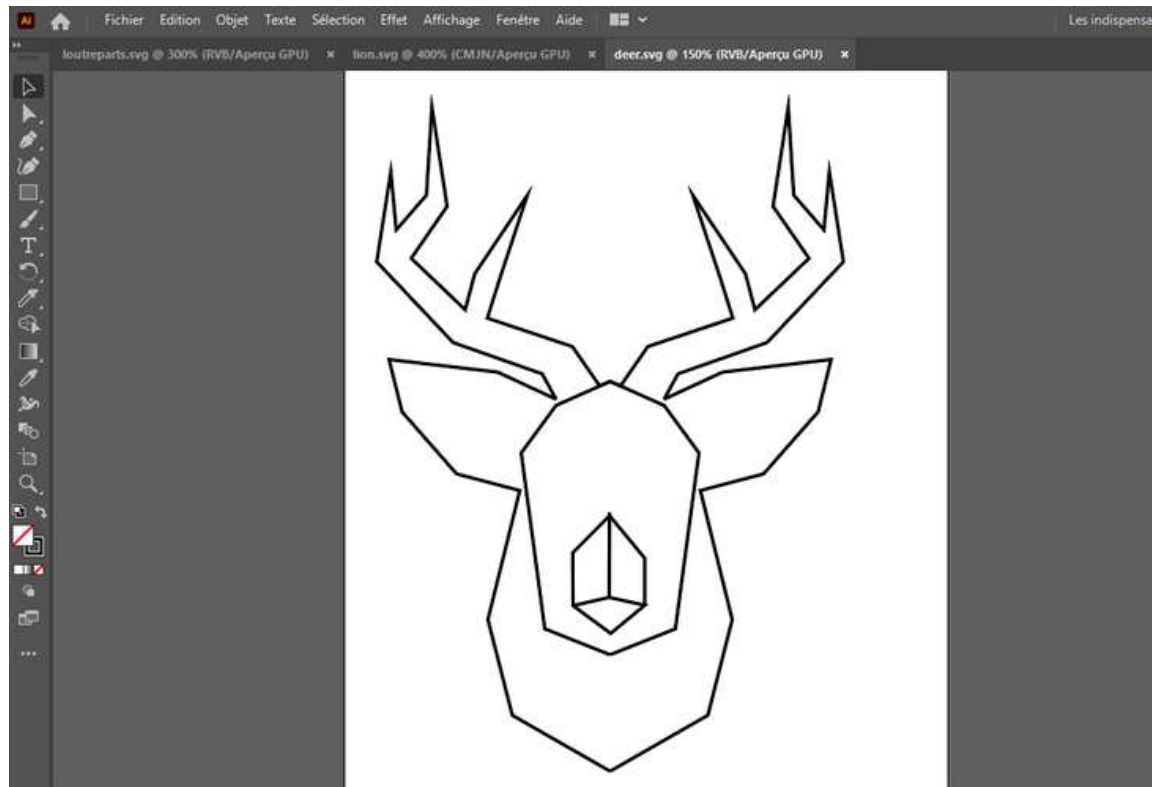
Définition d'un chemin comme une suite de position

Déplacement entre deux position grâce à une interpolation et un peu de maths

Déplacement sur le tableau relatif à la position initiale

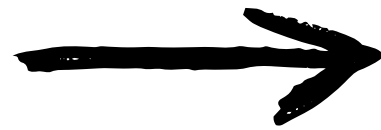


LOGICIEL -UTILISATEUR



Illustrator / Inkscape

PathToPoints



```
71.69368896484376,107.79627075195312
59.782421964406964,100.34736329466105
57.479514760849995,102.74836346893571
47.014025878906246,100.87824630737305
48.68381958007812,109.45685424804688
40.55487378537654,120.93209951724859
40.0752369403839,131.72191977500916
43.044318938255316,123.09999999999998
46.34545136243105,111.83950569480656
51.280524894595146,107.0068619072437
54.119379559159285,102.52506280094383
61.87357177734375,101.74904785156248
#
71.6978256225586,177.79666595458986
66.91970109939575,181.71995353698733
62.88646392822266,176.21416549682618
55.55566468238832,171.0098561525345
53.83610105514527,174.75088442564015
59.42676897719503,178.31528954096143
64.78068341016771,185.3266388416291
67.94794922918084,179.1806641608477
72.98540039062502,175.92133789062507
#
00.30031743774414,157.00275421114250
```

coordonnées
des points

Script Python



```
#include "drawer.h"

/*
 * File generated with Python script!
 * Makers 2021 - Delpeuch Sébastien & Pringalle Antoine
 */

void aDraw(Drawer* drawer) {

Position* deer0 = new Position[13];
deer0[0] = {0.279, 0.352};
deer0[1] = {0.243, 0.335};
deer0[2] = {0.236, 0.341};
deer0[3] = {0.204, 0.336};
deer0[4] = {0.209, 0.356};
deer0[5] = {0.185, 0.382};
deer0[6] = {0.183, 0.407};
deer0[7] = {0.192, 0.387};
deer0[8] = {0.202, 0.362};
deer0[9] = {0.217, 0.35};
deer0[10] = {0.225, 0.34};
deer0[11] = {0.249, 0.338};
deer0[11] = { -1.0, -1.0};

Position* deer1 = new Position[10];
deer1[0] = {0.279, 0.513};
deer1[1] = {0.264, 0.522};
deer1[2] = {0.252, 0.509};
deer1[3] = {0.23, 0.497};
deer1[4] = {0.225, 0.506};
deer1[5] = {0.241, 0.514};
deer1[6] = {0.258, 0.53};
deer1[7] = {0.267, 0.516};
deer1[8] = {0.282, 0.508};
deer1[8] = { -1.0, -1.0};

Position* deer_part0[] = {deer0, deer1, nullptr};
drawer->draw(deer_part0);
delete[] deer0;
```

aDraw.cpp

The image features a dark blue background. On the left side, there is a graphic composition consisting of a white square frame containing a red square with a white wavy pattern. To the right of this frame is a solid red vertical bar. A thin white horizontal line spans across the middle of the image, passing through the red bar and the text.

DÉMONSTRATION