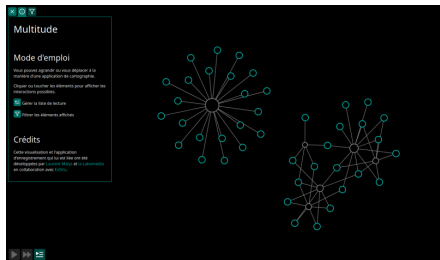


# INFRA

## Infra-Documentation (ExSitu)

Test de l'outil Multitude fraîchement développer par Laurent et permettant de collecter du son directement depuis une appli web, de l'archiver et de le rediffuser.

Le résultat sur 4 jours de résidence : <https://multitude.exsitu.xyz/v/visu/1931309934af589f4>



Démonstration de la diffusion sur 7 enceintes :



Gitlab : <https://gitlab.com/losylam/multitude>

## Laurent

Trucheteries : pour faire des trucheteries au plotter ou à la brodeuse, il faut joindre des chemins disjoints avec vpye :

```
vpye read truchet_094.svg linemerge linesimplify -t 0.05 write truchet_94_merge.svg
```

## Infrabuble

<https://dev.laurent-malys.fr/bacasable/infra/>

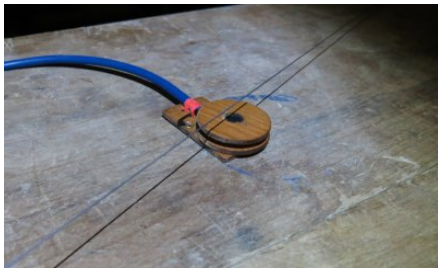
## Multitude

<https://multitude.labomedia.org/>  
<https://multitude.exsitu.xyz/v/map/19255da86d5b11f61>

## Dessins génératifs

Broderie + upcycling : [https://www.instagram.com/p/C58HraKiuYE/?img\\_index=1](https://www.instagram.com/p/C58HraKiuYE/?img_index=1)  
Trucs à broder: <https://dev.laurent-malys.fr/harmono-bro/>

## Infra PickUp



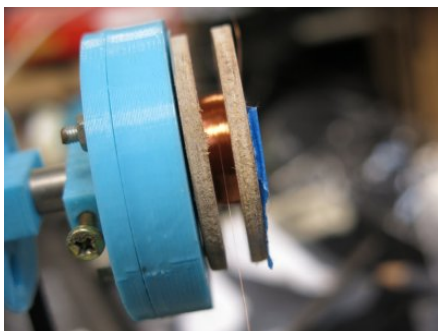
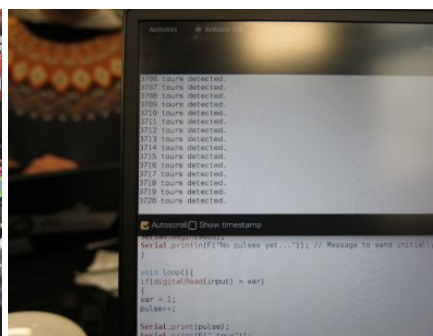
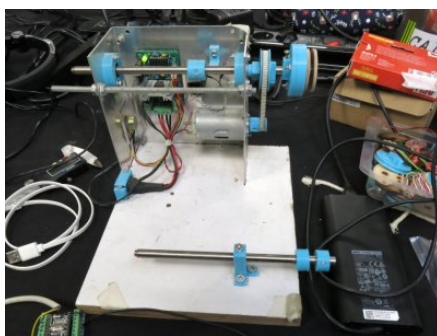
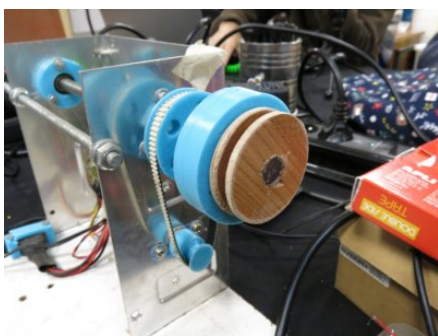
Profiter de ces beaux jours d'automne pour se chauffer au néons et ressortir la petite bobineuse pour créer un mirco

## la base infrastructurelle

- Deux disques de cp plaqué de 3 mm découper à la scie cloche
- Un aimant Alnico de 10mm de diamètre
- Du fil enamel de 0,063mm de diamètre
- Une plaque rectangulaire pour insérer les œillets et fixer le câbles audio

## le bobinage

- Un petit programme arduino pour compter les tour de bobines (grâce à un aimant placer sur l'axe de rotation et interrupteur reed)
  - récupérer ici : <https://forum.arduino.cc/t/simple-pulse-counter/519930>
- Environs 3500 tours



## assemblage

- La bobine et la base sont collés à l'epoxy



## trempage

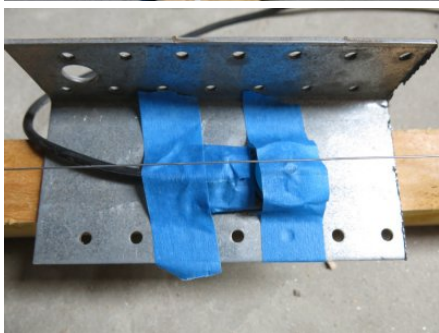
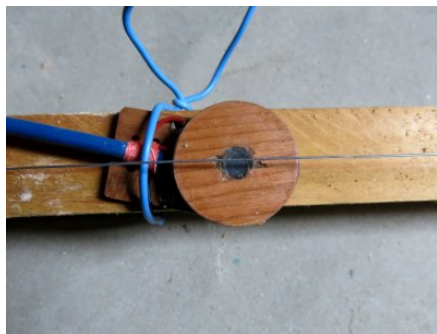
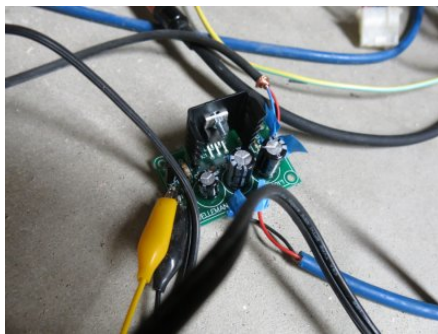
- Pour donner à l'ensemble un peu d'homogénéité et surtout protéger la bobine le tout est laissé trempé dans de la paraffine jusqu'à temps qu'il n'y ai plus de petites bulles



## essai infrabassique avec retour d'informations



- Ça fonctionne plutôt bien au niveau des infras
- Ajout d'un second micro (caché sous le scotch bleu)
- Câblage du gros micro et du petit avec un ampli mono 7W pour créer un feedback de résonances



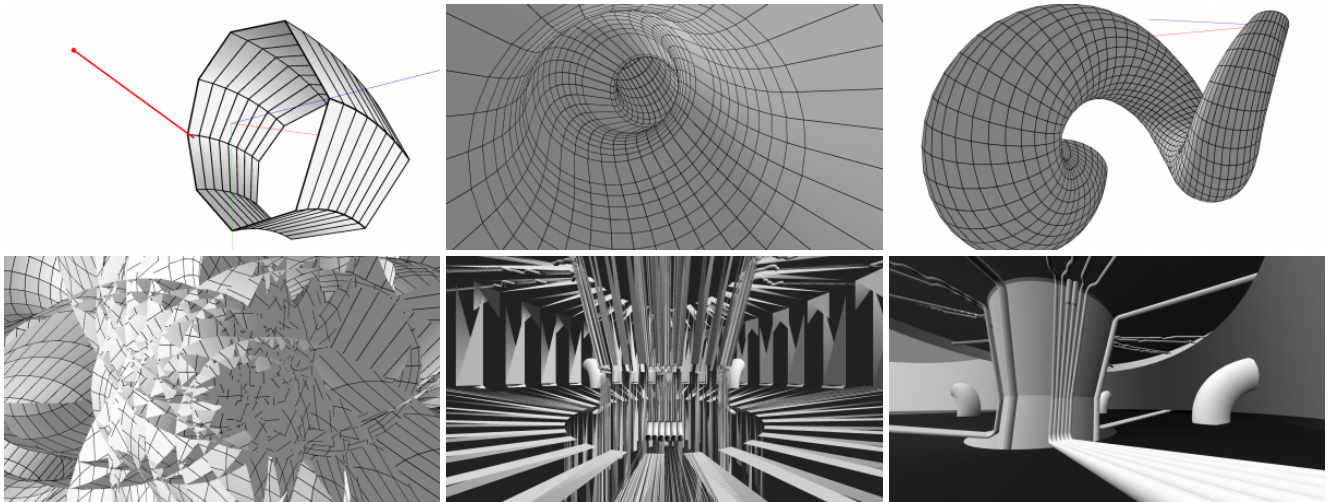
## Infra graphique

Dérive dans les images semi-graphiques. Avant le graphisme «hi-res». Journal : [infra-graphique](#)

# Quaternion

## Exploration des quaternions et de la modélisation procédurale avec Processing

Une vidéo qui m'a bien aidée à comprendre le ce truc : <https://www.youtube.com/watch?v=bKd2IPjI92c>



Les sketches Processing ci-dessous dépendent de façon importante sur deux librairies non officielles:

- **QueasyCam** (modifié), pour la navigation dans l'espace en 3D → <https://github.com/gwelto/queasycam/tree/master/distribution/queasycam-6/download/>
- **LibAvatar**, pour l'intégration des classes de LibGDX dans Processing → <https://github.com/gwelto/Processing-libAvatar/blob/2.0/distribution/libAvatar-3/download/libAvatar.zip>

Vous pouvez naviguer dans l'espace 3D avec les touches ZQSDA et E. Affichage en mode filaire avec W.

### iteration1.pde

```
import queasycam.*;
import com.badlogic.gdx.math.*;
import nervoussystem.obj.*;

QueasyCam cam;

static final Vector3 xAxis = new Vector3(1.0, 0.0, 0.0);
float rootSize = 8;
int numSeg = 128;

Segment root = new Segment(null, 10, new Quaternion());

public void setup() {
  fullScreen(P3D);

  cam = new QueasyCam(this, 1, 9999);
  cam.key_forward = 'o';
  cam.key_left = 'k';
  cam.key_backward = 'l';
  cam.key_right = 'm';
  cam.key_up = 'i';
  cam.key_down = 'p';

  sphereDetail(16);

  Segment c1 = root.branch(rootSize, new Quaternion().setEulerAngles(0, 0, -100));
  Segment c2 = root.branch(rootSize, new Quaternion().setEulerAngles(120, 0, -100));
  Segment c3 = root.branch(rootSize, new Quaternion().setEulerAngles(240, 0, -100));
  for (int i=0; i<numSeg; i++) {
    c1 = c1.branch(rootSize * pow(1.0-i/(20.0*numSeg), i), new Quaternion());
    c2 = c2.branch(rootSize * pow(1.0-i/(20.0*numSeg), i), new Quaternion());
    c3 = c3.branch(rootSize * pow(1.0-i/(20.0*numSeg), i), new Quaternion());
  }

  root.update();
}

public void draw() {
  checkKeys();
}
```

```

background(255);
lights();

noStroke();
translate(width/2, height/2);

sphere(50);

root.draw();
}

void checkKeys() {
  if (keyPressed == false)
    return;

  float step = 0.1;
  Quaternion rotation = new Quaternion();
  if (key == 'a') {
    rotation.setEulerAngles(-step, 0.0, 0.0);
  }
  if (key == 'z') {
    rotation.setEulerAngles(step, 0.0, 0.0);
  }
  if (key == 'q') {
    rotation.setEulerAngles(0.0, -step, 0.0);
  }
  if (key == 's') {
    rotation.setEulerAngles(0.0, step, 0.0);
  }
  if (key == 'w') {
    rotation.setEulerAngles(0.0, 0.0, -step);
  }
  if (key == 'x') {
    rotation.setEulerAngles(0.0, 0.0, step);
  }

  for (Segment seg : root.children) {
    while (seg.hasChildren()) {
      seg.localRot.mul(rotation).nor();
      seg = seg.children.get(0);
    }
    seg.localRot.mul(rotation).nor();
  }

  root.update();
}

/*****
**      class Segment      **
*****/

public class Segment {
  static final int faces = 32;
  static final float l2b = 10.0; // Length to base ratio

  protected Segment parent = null;
  protected Vector3 head = new Vector3();
  protected Vector3 rootWorldPos = null;

  private Quaternion localRot = new Quaternion(); // Rotation from parent Segment
  private Quaternion globalRot = new Quaternion(); // Total rotation in world space
  private float len;
  private float baseRadius;
  private Vector3[] points = new Vector3[faces];
  private Vector3 tmpVec = new Vector3();

  private ArrayList<Segment> children = new ArrayList();

  public Segment(Segment parent, float len, Quaternion rot) {
    this.parent = parent;
    if (parent == null) {
      rootWorldPos = new Vector3();
      globalRot = rot.cpy();
    } else {
      rootWorldPos = parent.rootWorldPos;
    }
    this.localRot = rot.cpy();
    this.len = len;
    baseRadius = len * l2b * 0.5;
  }

  public Segment branch(float len, Quaternion rot) {
    Segment child = new Segment(this, len, rot);
    children.add(child);
    return child;
  }

  public boolean hasChildren() {
    return !children.isEmpty();
  }
}

```

```

public void draw() {
    // Draw head line
    stroke(0);
    Vector3 up = new Vector3(0, len*0.4, 0);
    globalRot.transform(up);
    if (parent != null)
        line(parent.head.x, parent.head.y, parent.head.z, head.x, head.y, head.z);
    else
        line(0.0, 0.0, 0.0, head.x, head.y, head.z);

    // Draw UP line
    stroke(255, 0, 0);
    line(head.x, head.y, head.z, head.x + up.x, head.y + up.y, head.z + up.z);

    noStroke();
    if (hasChildren())
        drawSegment();
    else
        drawTip();

    for (Segment child : children)
        child.draw();
}

private void drawSegment() {
    beginShape(QUAD_STRIP);
    for (int i=0; i<faces+1; i++) {
        if (parent == null) {
            Quaternion rot = new Quaternion();
            rot.setFromAxisRad(xAxis, i * TWO_PI / faces);
            rot.mulLeft(globalRot);
            rot.transform(tmpVec);
            tmpVec.set(len, baseRadius, 0.0);
        } else {
            tmpVec.set(parent.points[i%faces]);
        }
        vertex(tmpVec.x, tmpVec.y, tmpVec.z);
        tmpVec.set(points[i%faces]);
        vertex(tmpVec.x, tmpVec.y, tmpVec.z);
    }
    endShape();
}

private void drawTip() {
    // Draw a capped tip if this segment has no children
    beginShape(TRIANGLE_FAN);
    vertex(head.x, head.y, head.z);
    for (int i=0; i<faces+1; i++) {
        if (parent == null) {
            Quaternion rot = new Quaternion();
            rot.setFromAxisRad(xAxis, i * TWO_PI / faces);
            rot.mulLeft(globalRot);
            rot.transform(tmpVec);
            tmpVec.set(len, baseRadius, 0.0);
        } else {
            tmpVec.set(parent.points[i%faces]);
        }
    }
    endShape();
}

public void update() {
    Vector3 pos = rootWorldPos.cpy();
    globalRot.set(localRot);
    if (parent != null) {
        pos.add(parent.head);
        globalRot.mulLeft(parent.globalRot).nor();
    }
    head.set(len, 0.0, 0.0); // Going right by default
    globalRot.transform(head);
    head.add(pos);

    float angle = 0.0;
    Quaternion rot = new Quaternion();
    for (int i=0; i<faces; i++) {
        rot.setFromAxisRad(xAxis, angle);
        rot.mulLeft(globalRot);
        tmpVec.set(len, baseRadius, 0.0);
        rot.transform(tmpVec);
        points[i] = tmpVec.cpy().add(pos);
        angle += TWO_PI / faces;
    }

    for (Segment child : children)
        child.update();
}
}

```

## iteration2.pde

```
import queasycam.*;
```

```

import com.badlogic.gdx.math.*;
import nervoussystem.obj.*;
import processing.pdf.*;

static final Vector3 xAxis = new Vector3(1.0, 0.0, 0.0);
static final Vector3 yAxis = new Vector3(0.0, 1.0, 0.0);
static final Vector3 zAxis = new Vector3(0.0, 0.0, 1.0);

QueasyCam cam;

boolean wireframe = false;
boolean record = false;

ArrayList<Drawable> objects = new ArrayList();

public void setup() {
  fullscreen(P3D);
  //size(800, 600, P3D);

  cam = new QueasyCam(this, 1, 9999);
  cam.key_forward = 'z';
  cam.key_left = 'q';
  cam.key_backward = 's';
  cam.key_right = 'd';
  cam.key_up = 'e';
  cam.key_down = 'a';

  Pipe pipe = new Pipe(
    new Vector3(0, 0, 0), new Quaternion().setEulerAngles(10, 0, 40),
    10, 32);
  objects.add(pipe);
  float size = 20;
  for (int i=0; i<8; i++) {
    pipe.changeSize(size);
    size += 10;
    pipe.addBend(90, 0.0, 45.0);
  }
}

public void draw() {
  background(255);
  lights();

  strokeWeight(1);
  stroke(255, 0, 0);
  line(0, 0, 0, 100, 0, 0);
  stroke(0, 255, 0);
  line(0, 0, 0, 0, 100, 0);
  stroke(0, 0, 255);
  line(0, 0, 0, 0, 0, 100);

  if (wireframe)
    stroke(0);
  else
    noStroke();
  strokeWeight(2);

  if (record) {
    beginRaw(PDF, "output.pdf");
    noFill();
  }

  for (Drawable o : objects)
    o.draw();

  if (record) {
    record = false;
    endRaw();
  }
}

void keyPressed() {
  if (key == 'w')
    wireframe = !wireframe;

  if (key == 'p')
    record = true;
}

public interface Drawable {
  public void draw();
  public void update();
}

public interface Chainable extends Drawable {
  public Vector3 getOutPos();
  public Quaternion getOutOrientation();
}

```

```

/*****
**      class Pipe      **
*****/

public class Pipe implements Drawable {
    private Vector3 pos;
    private Quaternion orientation;
    private float radius;
    private float nextRadius;
    private int faces;
    private ArrayList<Chainable> objects = new ArrayList();
    private Vector3 currentPos;
    private Quaternion currentOrientation;

    public Pipe(Vector3 pos, Quaternion orientation, float radius, int faces) {
        this.pos = pos;
        this.orientation = orientation;
        this.radius = radius;
        this.nextRadius = radius;
        this.faces = faces;
        currentPos = this.pos.cpy();
        currentOrientation = orientation.cpy();
    }

    public void changeSize(float next) {
        this.nextRadius = next;
    }

    private void add(Chainable object) {
        objects.add(object);
        currentPos = object.getOutPos();
        currentOrientation = object.getOutOrientation();
        radius = nextRadius;
    }

    public void addTube(float len) {
        addTube(len, 0.0);
    }

    public void addTube(float len, float twist) {
        Tube tube = new Tube(
            currentPos, currentOrientation,
            len, radius, nextRadius, twist, 1, faces
        );
        add(tube);
    }

    public void addBend(float angleBendDeg) {
        addBend(angleBendDeg, 0.0, 0.0);
    }

    public void addBend(float angleBendDeg, float angleRotDeg) {
        addBend(angleBendDeg, angleRotDeg, 0.0);
    }

    public void addBend(float angleBendDeg, float angleRotDeg, float twist) {
        int rings = 8;
        float radInt = 50;
        currentOrientation.mul(new Quaternion().setEulerAngles(0, angleRotDeg, 0));
        Bend bend = new Bend(
            currentPos, currentOrientation,
            radius, nextRadius,
            radians(angleBendDeg), radInt, twist,
            rings, faces
        );
        add(bend);
    }

    public void update() {
        for (Chainable o : objects)
            o.update();
    }

    public void draw() {
        for (Chainable o : objects) {
            o.draw();
        }

        Vector3 head = currentOrientation.transform(new Vector3(32, 0, 0));
        head.add(currentPos);
        line(currentPos.x, currentPos.y, currentPos.z, head.x, head.y, head.z);
    }
}

```

```

/*****
**      class Tube      **
*****/

public class Tube implements Drawable, Chainable {
    private Vector3 pos;
    private Quaternion orientation;
    private float len;
}

```

```

private float radiusIn;
private float radiusOut;
private float twist;
private int rings;
private int faces;
private Vector3[] points;
private Vector3 tmpVec = new Vector3();
private Vector3 outPos = new Vector3();
private Quaternion outOrientation = new Quaternion();

public Tube(
    Vector3 pos,
    Quaternion orientation,
    float len,
    float radiusIn,
    float radiusOut,
    float twist, // In degrees
    int rings, int faces
) {
    this.pos = pos.cpy();
    this.orientation = orientation.cpy();
    this.len = len;
    this.radiusIn = radiusIn;
    this.radiusOut = radiusOut;
    this.twist = radians(twist);
    this.rings = rings;
    this.faces = faces;
    points = new Vector3[faces * (rings+1)];
    update();
}

Vector3 getOutPos() {
    return outPos.cpy();
}

Quaternion getOutOrientation() {
    return outOrientation.cpy();
}

public void update() {
    Quaternion rot = new Quaternion();
    int pointIdx = 0;
    for (int s=0; s<rings+1; s++) {
        float angle = s * twist/rings;
        for (int i=0; i<faces; i++) {
            tmpVec.set(s * len/rings, map(s, 0, rings, radiusIn, radiusOut), 0.0);
            rot.setFromAxisRad(xAxis, angle).mulLeft(orientation);
            rot.transform(tmpVec);
            points[pointIdx++] = tmpVec.cpy().add(pos);
            angle += TWO_PI / faces;
        }
    }
    outOrientation.set(orientation);
    outOrientation.mul(new Quaternion().setFromAxisRad(xAxis, twist));
    outPos.set(len, 0.0, 0.0);
    outOrientation.transform(outPos);
    outPos.add(pos);
}

public void draw() {
    for (int s=0; s<rings; s++) {
        beginShape(QUAD_STRIP);
        for (int i=0; i<faces+1; i++) {
            tmpVec.set(points[s * faces + i%faces]);
            vertex(tmpVec.x, tmpVec.y, tmpVec.z);
            tmpVec.set(points[(s+1) * faces + i%faces]);
            vertex(tmpVec.x, tmpVec.y, tmpVec.z);
        }
        endShape();
    }
}
}

/*****
**      class Bend      **
*****/

public class Bend implements Drawable, Chainable {
    private Vector3 pos;
    private Quaternion orientation;
    private float radiusIn;
    private float radiusOut;
    private float bendAngle;
    private float radInt;
    private float twist;
    private int rings;
    private int faces;
    private Vector3[] points;
    private Vector3 tmpVec = new Vector3();
    private Vector3 outPos = new Vector3();
    private Quaternion outOrientation = new Quaternion();
}

```

```

public Bend(
    Vector3 pos,
    Quaternion orientation,
    float radiusIn,
    float radiusOut,
    float bendAngle, // In radians
    float radInt, // Internal radius
    float twist,
    int rings,
    int faces
) {
    this.pos = pos.cpy();
    this.orientation = orientation.cpy();
    this.radiusIn = radiusIn;
    this.radiusOut = radiusOut;
    this.bendAngle = bendAngle;
    this.radInt = radInt;
    this.twist = radians(twist);
    this.rings = rings;
    this.faces = faces;
    points = new Vector3[faces * (rings+1)];
    update();
}

Vector3 getOutPos() {
    return outPos.cpy();
}

Quaternion getOutOrientation() {
    return outOrientation.cpy();
}

public void update() {
    int pointIdx = 0;
    Quaternion segRot = new Quaternion();
    Quaternion rot = new Quaternion();
    Vector3 bendOffset = new Vector3(0.0, radInt + radiusIn, 0.0);
    orientation.transform(bendOffset);
    float angleSeg = 0.0;
    for (int s=0; s<rings+1; s++) {
        segRot.setFromAxisRad(zAxis, angleSeg);
        segRot.mulLeft(orientation);
        float tubeRadius = map(s, 0, rings, radiusIn, radiusOut);
        Vector3 segOffset = new Vector3(0.0, radInt + tubeRadius, 0.0);
        segRot.transform(segOffset);
        angleSeg += bendAngle / rings;
        float angle = s * twist/rings;
        for (int i=0; i<faces; i++) {
            tmpVec.set(0.0, tubeRadius, 0.0);
            rot.setFromAxisRad(xAxis, angle);
            rot.mulLeft(segRot);
            rot.transform(tmpVec);
            points[pointIdx++] = tmpVec.cpy().sub(segOffset).add(bendOffset).add(pos);
            angle += TWO_PI / faces;
        }
    }

    outPos.set(0, -radiusOut - radInt, 0);
    outOrientation.set(orientation);
    outOrientation.mul(new Quaternion().setFromAxisRad(zAxis, bendAngle));
    outOrientation.transform(outPos);
    outOrientation.mul(new Quaternion().setFromAxisRad(xAxis, twist));
    tmpVec.set(0.0, radInt + radiusIn, 0.0);
    orientation.transform(tmpVec);
    outPos.add(tmpVec).add(pos);
}

public void draw() {
    for (Vector3 p : points) {
        point(p.x, p.y, p.z);
    }

    for (int s=0; s<rings; s++) {
        beginShape(QUAD_STRIP);
        for (int i=0; i<faces+1; i++) {
            tmpVec.set(points[s * faces + i%faces]);
            vertex(tmpVec.x, tmpVec.y, tmpVec.z);
            tmpVec.set(points[(s+1) * faces + i%faces]);
            vertex(tmpVec.x, tmpVec.y, tmpVec.z);
        }
        endShape();
    }
}
}

```

## scene.pde

```

import queasycam.*;
import com.badlogic.gdx.math.*;

```

```

static final Vector3 xAxis = new Vector3(1.0, 0.0, 0.0);
static final Vector3 yAxis = new Vector3(0.0, 1.0, 0.0);
static final Vector3 zAxis = new Vector3(0.0, 0.0, 1.0);

QueasyCam cam;

boolean wireframe = false;

ArrayList<Drawable> objects = new ArrayList();

public void setup() {
    fullscreen(P3D);

    cam = new QueasyCam(this, PConstants.PI/2.5f, 0.01, 9999);
    cam.key_forward = 'z';
    cam.key_left = 'q';
    cam.key_backward = 's';
    cam.key_right = 'd';
    cam.key_up = 'e';
    cam.key_down = 'a';

    // Center tower
    Pipe pipe = new Pipe(
        new Vector3(0.0, 800, 0.0),
        new Quaternion().setFromAxis(zAxis, -90),
        550, 64);
    pipe.addTube(1000);
    pipe.changeSize(800);
    pipe.addTube(1000);
    pipe.changeSize(820);
    pipe.addTube(20);
    pipe.changeSize(2600);
    pipe.addTube(200);
    pipe.addTube(-400);
    objects.add(pipe);

    // Surrounding circus
    pipe = new Pipe(
        new Vector3(0.0, 800, 0.0),
        new Quaternion().setFromAxis(zAxis, -90),
        800, 64);
    pipe.addTube(600);
    pipe.changeSize(2000);
    pipe.addTube(200);
    pipe.changeSize(2040);
    pipe.addTube(40);
    pipe.addTube(1000);
    objects.add(pipe);

    for (int r=0; r<4; r++) {
        Quaternion rot = new Quaternion().setEulerAngles(r * 90, 0, 9);
        for (int i=0; i<6; i++) {
            Vector3 pos = new Vector3(-2100, 298, (i-3)*34 + 17);
            rot.transform(pos);
            pipe = new Pipe(pos, rot, 16, 16);
            pipe.addTube(1480 + 4 * abs(i-3));
            pipe.addBend(99, 180);
            pipe.addTube(300, (3-i) * 5);
            pipe.addBend(14);
            if (abs(i-2.5)<=1) {
                pipe.addTube(860);
                pipe.changeSize(24);
                pipe.addTube(18);
                pipe.changeSize(26);
                pipe.addTube(200);
            } else {
                pipe.addTube(1000);
                pipe.addBend(70);
                float l=0.0, ll=0.0;
                int state = 0; // -1: left; 0: center; 1: right
                while (l<1800) {
                    int turn = floor(random(3.0)-1.0);
                    if (state==0 && turn == -1) {
                        pipe.addBend(45, 90);
                        state = -1;
                    } else if (state==0 && turn == 1) {
                        pipe.addBend(45, -90);
                        state = 1;
                    } else if (state == -1 && turn == 1) {
                        pipe.addBend(45, 180, -90);
                        state = 0;
                    } else if (state == 1 && turn == -1) {
                        pipe.addBend(45, -180, 90);
                        state = 0;
                    } else if (state == 0) {
                        pipe.addTube(ll);
                        l += ll;
                        ll = 0.0;
                    }
                }
                ll += 100;
            }
        }
    }
}

```

```

    objects.add(pipe);
}
float deg = r * 90 + 45;
rot.setFromAxis(zAxis, -90);
rot.mul(new Quaternion().setFromAxis(xAxis, deg));
Vector3 pos = new Vector3(590 * cos(radians(deg)), 800, 590 * sin(radians(deg)));
pipe = new Pipe(pos, rot, 34, 16);
pipe.addTube(980);
pipe.addBend(14);
pipe.addTube(950);
pipe.addBend(70);
pipe.addTube(1800);
objects.add(pipe);

deg = r * 90 + 45;
rot.setFromAxis(zAxis, -90);
rot.mul(new Quaternion().setFromAxis(xAxis, deg));
pos = new Vector3(1700 * cos(radians(deg)), 50, 1700 * sin(radians(deg)));
pipe = new Pipe(pos, rot, 140, 32);
pipe.addBend(90, 0, 0, 300);
objects.add(pipe);
}
}

public void draw() {
    background(0);
    //lights();
    //ambientLight(12, 4, 1);
    //pointLight(100, 100, 110, 140, -2000, 144);
    directionalLight(204, 204, 204, .5, 0.6, 0.2);
    emissive(50, 46, 51);
    //specular(204, 102, 0);
    shininess(1.0);

    strokeWeight(1);
    stroke(255, 0, 0);
    line(0, 0, 0, 100, 0, 0);
    stroke(0, 255, 0);
    line(0, 0, 0, 0, 100, 0);
    stroke(0, 0, 255);
    line(0, 0, 0, 0, 0, 100);

    if (wireframe)
        stroke(0);
    else
        noStroke();
    strokeWeight(1);

    for (Drawable o : objects)
        o.draw();
}

void keyPressed() {
    if (key == 'w')
        wireframe = !wireframe;
}

public interface Drawable {
    public void draw();
    public void update();
}

public interface Chainable extends Drawable {
    public Vector3 getOutPos();
    public Quaternion getOutOrientation();
}

/*****
**      class Pipe      **
*****/

public class Pipe implements Drawable {
    private Vector3 pos;
    private Quaternion orientation;
    private float radius;
    private float nextRadius;
    private int faces;
    private ArrayList<Chainable> objects = new ArrayList();
    private Vector3 currentPos;
    private Quaternion currentOrientation;

    public Pipe(Vector3 pos, Quaternion orientation, float radius, int faces) {
        this.pos = pos;
        this.orientation = orientation;
        this.radius = radius;
        this.nextRadius = radius;
        this.faces = faces;
        currentPos = this.pos.cpy();
        currentOrientation = orientation.cpy();
    }
}

```

```

public void changeSize(float next) {
    this.nextRadius = next;
}

private void add(Chainable object) {
    objects.add(object);
    currentPos = object.getOutPos();
    currentOrientation = object.getOutOrientation();
    radius = nextRadius;
}

public void addTube(float len) {
    addTube(len, 0.0);
}

public void addTube(float len, float twist) {
    Tube tube = new Tube(
        currentPos, currentOrientation,
        len, radius, nextRadius, twist, 1, faces
    );
    add(tube);
}

public void addBend(float angleBendDeg) {
    addBend(angleBendDeg, 0.0, 0.0);
}

public void addBend(float angleBendDeg, float angleRotDeg) {
    addBend(angleBendDeg, angleRotDeg, 0.0);
}

public void addBend(float angleBendDeg, float angleRotDeg, float twist) {
    float radInt = 50;
    addBend(angleBendDeg, angleRotDeg, twist, radInt);
}

public void addBend(float angleBendDeg, float angleRotDeg, float twist, float radInt) {
    int rings = ceil(angleBendDeg * 64.0 / 360.0);
    currentOrientation.mul(new Quaternion().setEulerAngles(0, angleRotDeg, 0));
    Bend bend = new Bend(
        currentPos, currentOrientation,
        radius, nextRadius,
        radians(angleBendDeg), radInt, twist,
        rings, faces
    );
    add(bend);
}

public void update() {
    for (Chainable o : objects)
        o.update();
}

public void draw() {
    for (Chainable o : objects) {
        o.draw();
    }

    Vector3 head = currentOrientation.transform(new Vector3(32, 0, 0));
    head.add(currentPos);
    line(currentPos.x, currentPos.y, currentPos.z, head.x, head.y, head.z);
}
}

/*****
**      class Tube      **
*****/

public class Tube implements Drawable, Chainable {
    private Vector3 pos;
    private Quaternion orientation;
    private float len;
    private float radiusIn;
    private float radiusOut;
    private float twist;
    private int rings;
    private int faces;
    private Vector3[] points;
    private Vector3 tmpVec = new Vector3();
    private Vector3 outPos = new Vector3();
    private Quaternion outOrientation = new Quaternion();

    public Tube(
        Vector3 pos,
        Quaternion orientation,
        float len,
        float radiusIn,
        float radiusOut,
        float twist, // In degrees
        int rings, int faces
    ) {
        this.pos = pos.cpy();

```

```

    this.orientation = orientation.cpy();
    this.len = len;
    this.radiusIn = radiusIn;
    this.radiusOut = radiusOut;
    this.twist = radians(twist);
    this.rings = rings;
    this.faces = faces;
    points = new Vector3[faces * (rings+1)];
    update();
}

Vector3 getOutPos() {
    return outPos.cpy();
}

Quaternion getOutOrientation() {
    return outOrientation.cpy();
}

public void update() {
    Quaternion rot = new Quaternion();
    int pointIdx = 0;
    for (int s=0; s<rings+1; s++) {
        float angle = s * twist/rings;
        for (int i=0; i<faces; i++) {
            tmpVec.set(s * len/rings, map(s, 0, rings, radiusIn, radiusOut), 0.0);
            rot.setFromAxisRad(xAxis, angle).mulLeft(orientation);
            rot.transform(tmpVec);
            points[pointIdx++] = tmpVec.cpy().add(pos);
            angle += TWO_PI / faces;
        }
    }
    outOrientation.set(orientation);
    outOrientation.mul(new Quaternion().setFromAxisRad(xAxis, twist));
    outPos.set(len, 0.0, 0.0);
    outOrientation.transform(outPos);
    outPos.add(pos);
}

public void draw() {
    for (int s=0; s<rings; s++) {
        beginShape(QUAD_STRIP);
        for (int i=0; i<faces+1; i++) {
            tmpVec.set(points[s * faces + i%faces]);
            vertex(tmpVec.x, tmpVec.y, tmpVec.z);
            tmpVec.set(points[(s+1) * faces + i%faces]);
            vertex(tmpVec.x, tmpVec.y, tmpVec.z);
        }
        endShape();
    }
}

}

/*****
**      class Bend      **
*****/

public class Bend implements Drawable, Chainable {
    private Vector3 pos;
    private Quaternion orientation;
    private float radiusIn;
    private float radiusOut;
    private float bendAngle;
    private float radInt;
    private float twist;
    private int rings;
    private int faces;
    private Vector3[] points;
    private Vector3 tmpVec = new Vector3();
    private Vector3 outPos = new Vector3();
    private Quaternion outOrientation = new Quaternion();

    public Bend(
        Vector3 pos,
        Quaternion orientation,
        float radiusIn,
        float radiusOut,
        float bendAngle, // In radians
        float radInt, // Internal radius
        float twist,
        int rings,
        int faces
    ) {
        this.pos = pos.cpy();
        this.orientation = orientation.cpy();
        this.radiusIn = radiusIn;
        this.radiusOut = radiusOut;
        this.bendAngle = bendAngle;
        this.radInt = radInt;
        this.twist = radians(twist);
        this.rings = rings;
        this.faces = faces;
    }
}

```

```

    points = new Vector3[faces * (rings+1)];
    update();
}

Vector3 getOutPos() {
    return outPos.cpy();
}

Quaternion getOutOrientation() {
    return outOrientation.cpy();
}

public void update() {
    int pointIdx = 0;
    Quaternion segRot = new Quaternion();
    Quaternion rot = new Quaternion();
    Vector3 bendOffset = new Vector3(0.0, radInt + radiusIn, 0.0);
    orientation.transform(bendOffset);
    float angleSeg = 0.0;
    for (int s=0; s<rings+1; s++) {
        segRot.setFromAxisRad(zAxis, angleSeg);
        segRot.mulLeft(orientation);
        float tubeRadius = map(s, 0, rings, radiusIn, radiusOut);
        Vector3 segOffset = new Vector3(0.0, radInt + tubeRadius, 0.0);
        segRot.transform(segOffset);
        angleSeg += bendAngle / rings;
        float angle = s * twist/rings;
        for (int i=0; i<faces; i++) {
            tmpVec.set(0.0, tubeRadius, 0.0);
            rot.setFromAxisRad(xAxis, angle);
            rot.mulLeft(segRot);
            rot.transform(tmpVec);
            points[pointIdx++] = tmpVec.cpy().sub(segOffset).add(bendOffset).add(pos);
            angle += TWO_PI / faces;
        }
    }

    outPos.set(0, -radiusOut - radInt, 0);
    outOrientation.set(orientation);
    outOrientation.mul(new Quaternion().setFromAxisRad(zAxis, bendAngle));
    outOrientation.transform(outPos);
    outOrientation.mul(new Quaternion().setFromAxisRad(xAxis, twist));
    tmpVec.set(0.0, radInt + radiusIn, 0.0);
    orientation.transform(tmpVec);
    outPos.add(tmpVec).add(pos);
}

public void draw() {
    for (Vector3 p : points) {
        point(p.x, p.y, p.z);
    }

    for (int s=0; s<rings; s++) {
        beginShape(QUAD_STRIP);
        for (int i=0; i<faces+1; i++) {
            tmpVec.set(points[s * faces + i%faces]);
            vertex(tmpVec.x, tmpVec.y, tmpVec.z);
            tmpVec.set(points[(s+1) * faces + i%faces]);
            vertex(tmpVec.x, tmpVec.y, tmpVec.z);
        }
        endShape();
    }
}
}

```

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Article mis à jour : **2024/11/22 18:02**