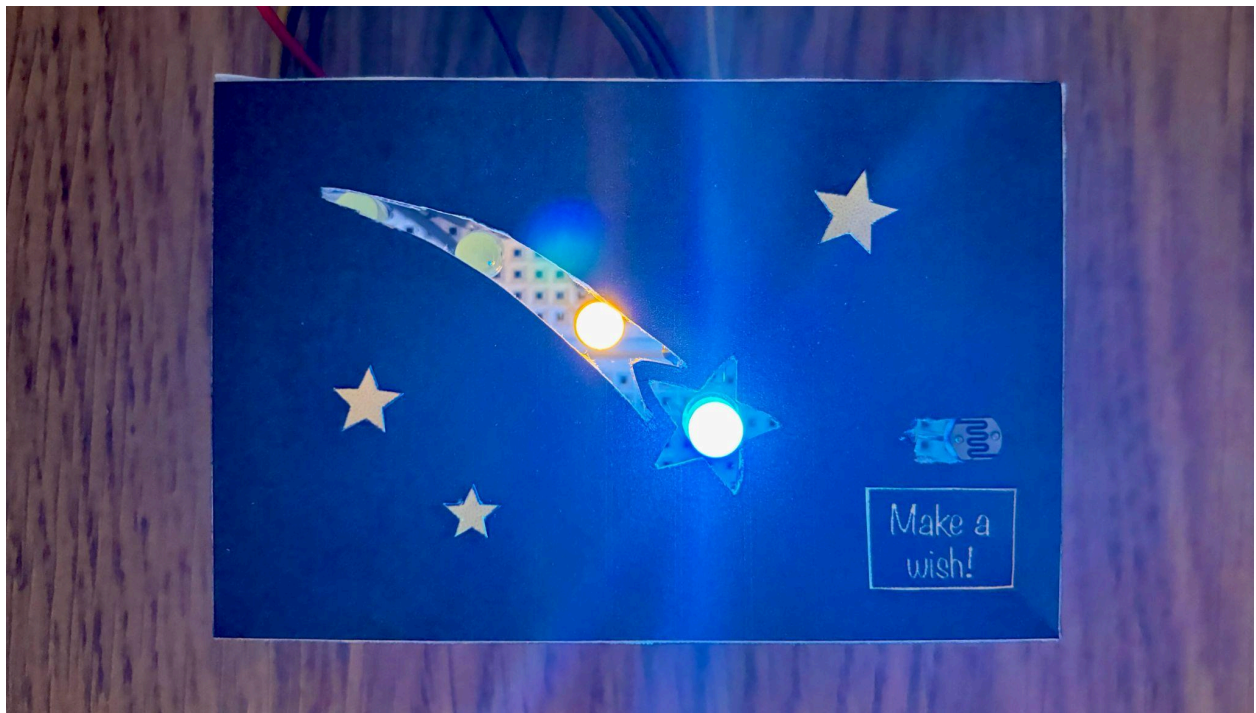


Make a Wish!

By Sunyu Jung



Showcase / Description of Finished Piece



Make a Wish! is an interactive light installation inspired by one of my favorite memories of stargazing with friends during a meteor shower. On that night, we saw a single, extraordinarily bright and long meteor streak across the sky. This piece allows me to relive that memory and invites others to experience the excitement of seeing a beautiful meteor fall.

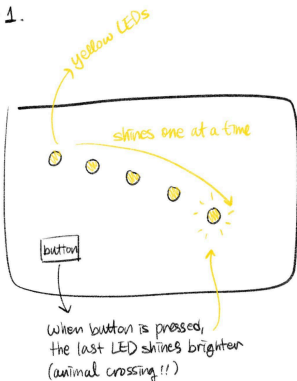
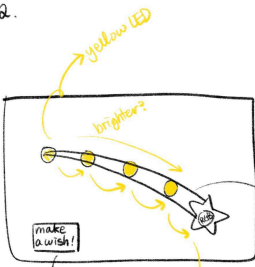
This piece showcases a shooting star falling across the night sky. By default, the meteor fades away, however when someone places their hand over the LDR and “makes a wish,” the meteor shines brightly into a rainbow before vanishing. To allow people to focus on the lights, the board is enclosed within a black paper box, hiding the wiring. This keeps the focus purely on the light effects, making the meteor appear more ethereal.



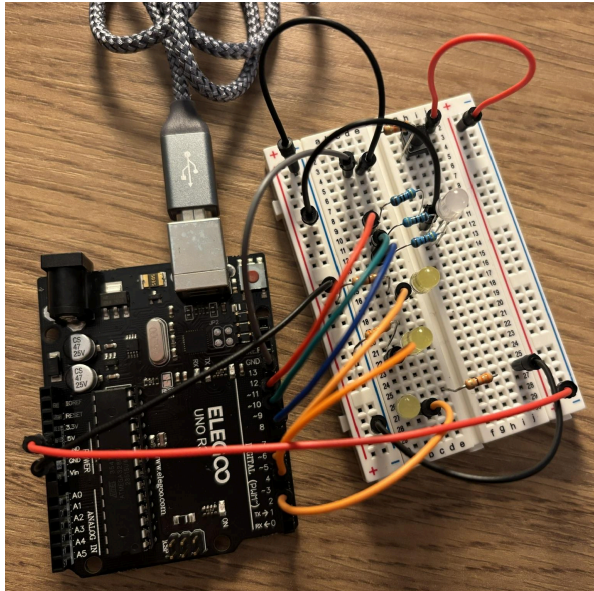
This piece explores the themes of nostalgia, beauty, and the desire to preserve and share meaningful memories.

[Watch Full Video Here](#)

Process

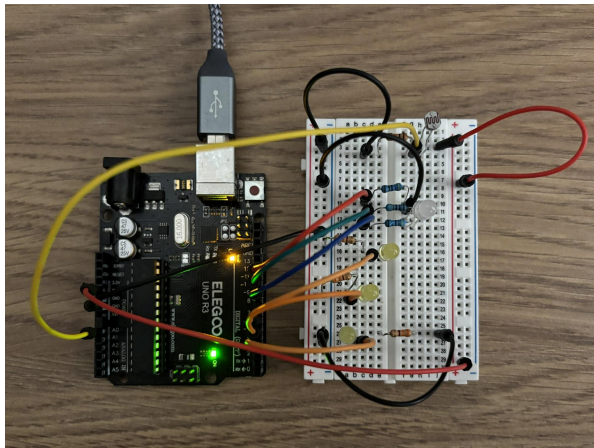
Ideation/Design Process	
 <Make a Wish /> Ver 1. 	Initial project ideation - The inspiration for this piece came from Animal Crossing, where wishing upon a shooting star makes it glow brightly - Initial idea only had yellow LEDs to mimic Animal Crossing - A button will be used to trigger the "wish"
Ver 2.  *when press on button, the final light glows in rainbow (2 sec) If not, it just shines yellow (1 sec) thick paper cut in a shape of shooting star button star shaped? simple rectangle? shines one/time, maybe gradual fading so it looks connected?	RGB LED & box incorporation - Wanted to make a difference from Animal Crossing and show a more dramatic effect - decided to use RGB LED as the final LED and use rainbow colors - Realized that the wiring would be messy due to multiple LEDs - decided to cover up with a box

Prototyping/Building Process



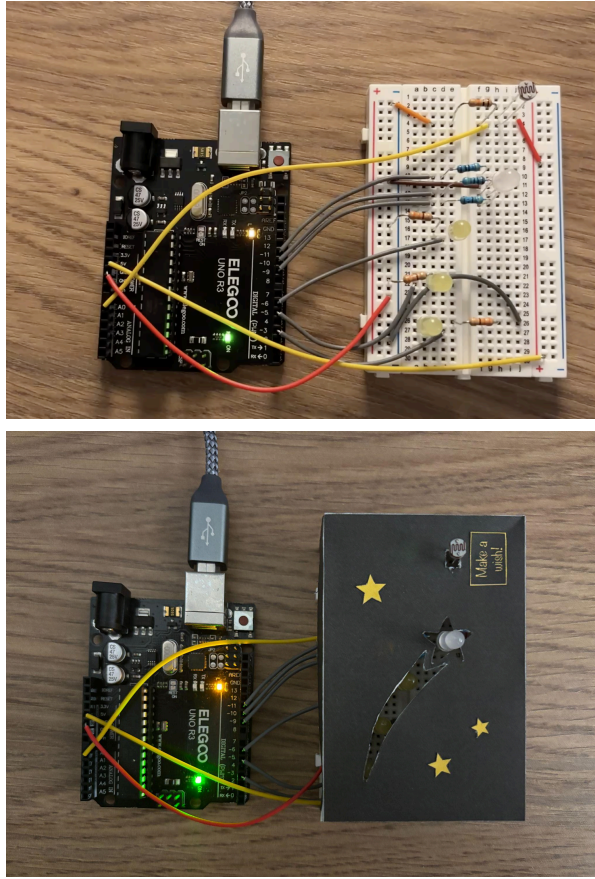
Initial ver.

- Had to decrease the number of yellow LEDs from 4 to 3 since there were only 6 PWM inputs and the RGB LED used up 3
- Used a button to trigger the rainbow, however the "delay" function messed up the process and it never triggered the RGB



LDR ver.

- Decided to use an LDR instead of a button since troubleshooting the button was beyond my skills - LDR worked!
- Had to decide between gradual fading and step-by-step fading, went with latter due to difficulty coding and problems with LDR
- Realized that the wires would cause trouble when covering the board with the box since the wires were standing higher than the LEDs



Final ver.

- Used different type of wires for flat wiring to allow the LEDs and LDR to stand out and the rest to be covered
- Used thick paper to print out a black box - didn't make a bottom for easy troubleshooting so closer to a "cover" than a box - then cut out a shooting star shape with X-acto knife and a hole for the LDR
- Printed out stars and "Make a Wish!" sign to mimic the night sky and let people know what they're doing by covering the LDR

Conclusion / Reflection

Conclusion / Reflection

Make a Wish! was a personal and meaningful project that allowed me to bring a cherished memory to life. My goal was to create an experience that captures the beauty of a meteor while also giving participants a sense of connection with me and my memory under the night sky.

Throughout the project, my idea evolved significantly. I originally thought of a simple yellow LED sequence, but I wanted the experience to be even more immersive. Using an RGB LED for a dramatic wish effect and hiding the wiring with a box helped this goal, focusing attention purely on the meteor's glow. I also heard compliments from others that it was a very "effective" piece, and that made me very happy.

One of the biggest challenges was troubleshooting the button interaction. At first, I tried to trigger the rainbow effect with a button, but the “delay” function in the code was causing a bug. This led me to switch to an LDR, which perfectly solved my issue.

I’m very happy with how the final piece turned out. It captures the magic and nostalgia I was hoping to express while also inviting others to participate in my treasured moment. Seeing others interact with it and watching their excitement when the meteor glows in a bright rainbow made me realize once more the power of interactive art.

Moving forward, I’d love to explore adding sound elements, such as a soft chime when the wish is made. This project also reinforced my confidence in working with Arduino, sensors, and interactive components, which I plan to bring into future creative projects.

Links

Code	Shooting_Star_LDR.ino
Final video	 IMG_2965.mov

Sources

If you used tutorials, Stack Overflow code, or other third-party materials, you should cite them here! It's good practice and this way you'll be able to find it again in the future :-)

If there are sections of your code that are from third-party sources, try to directly cite them in your code using a *//comment*, too.

06b_RGB_SimpleFade.ino From arduino tutorial by Dr. Sudhu	https://github.com/loopstick/ArduinoTutorial/blob/master/examples/06_RGB_LED/06b_RGB_SimpleFade/06b_RGB_SimpleFade.ino
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