

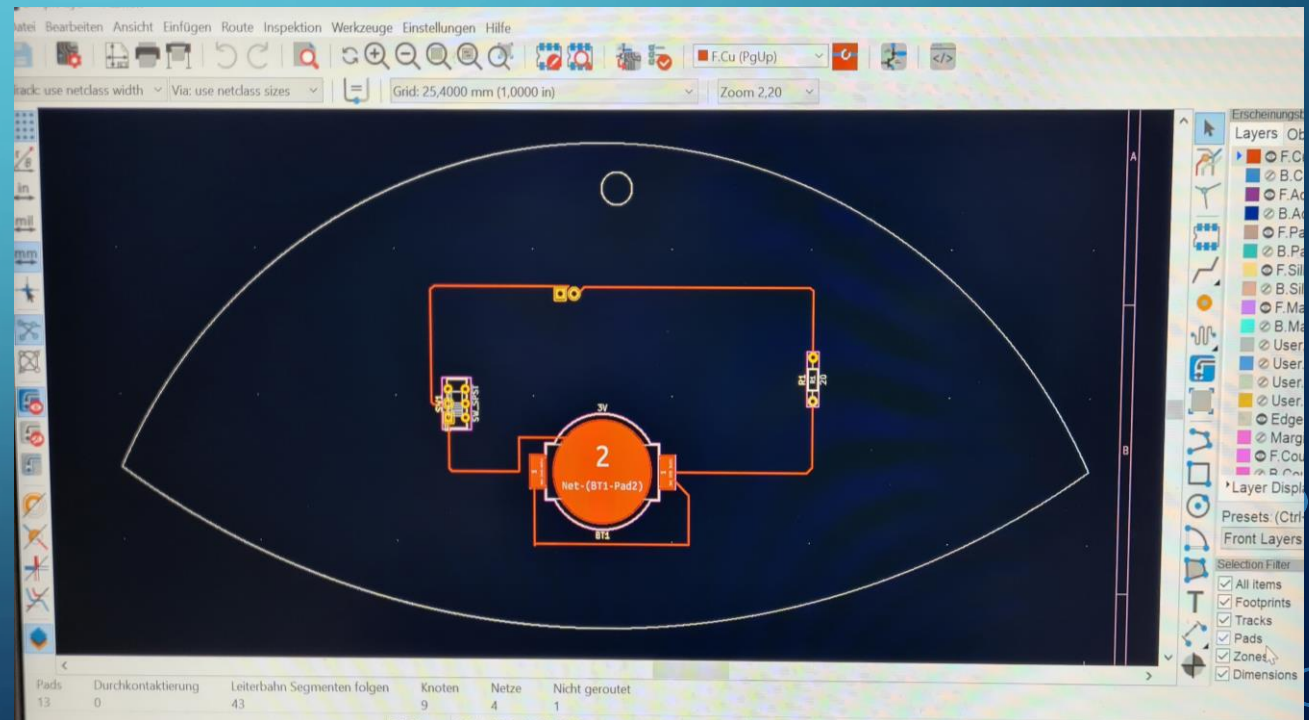
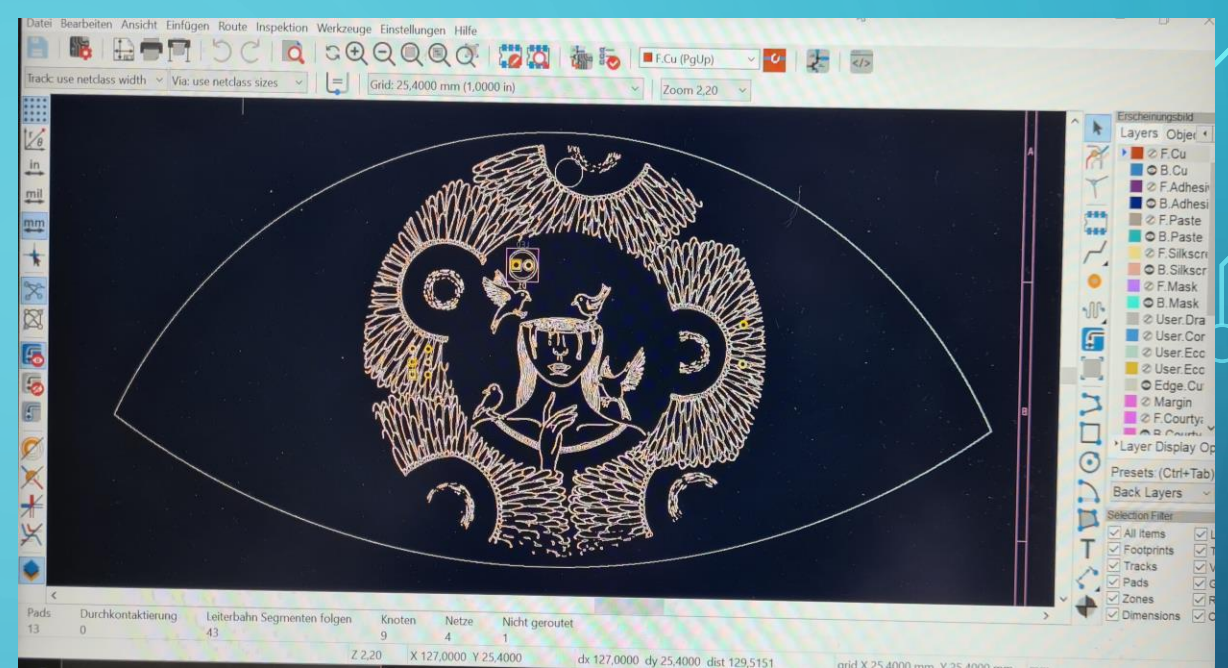
This is the final design

It only includes one layer of the drawing to reduce file size

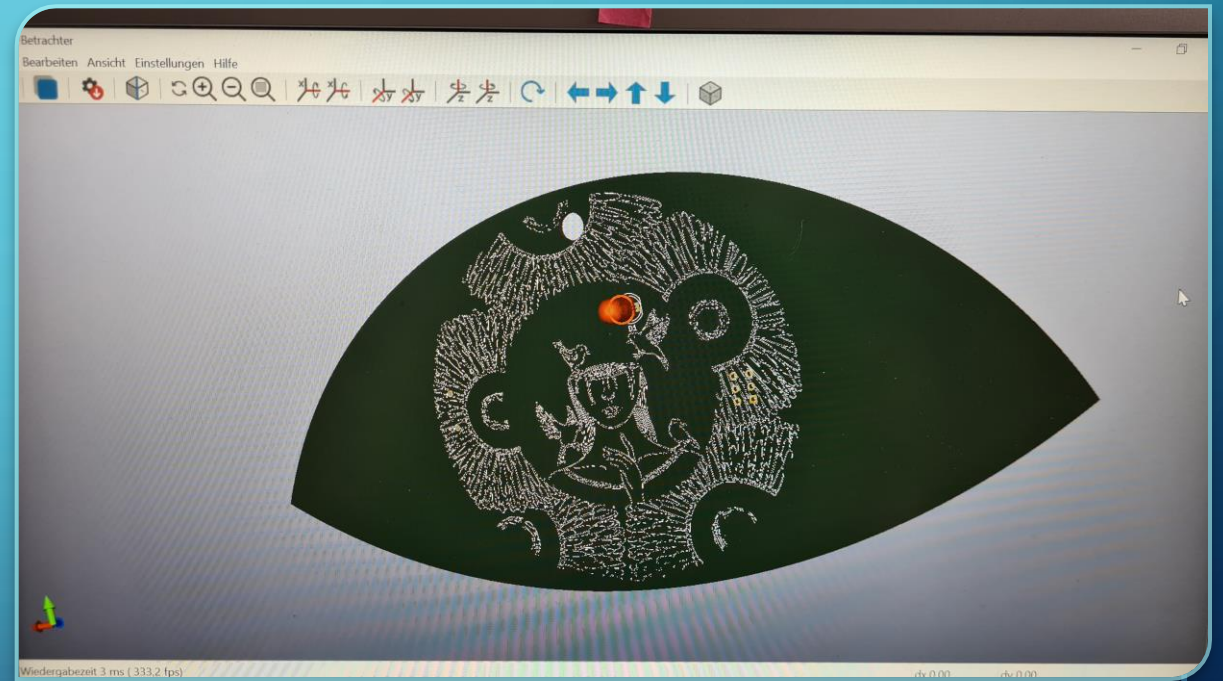
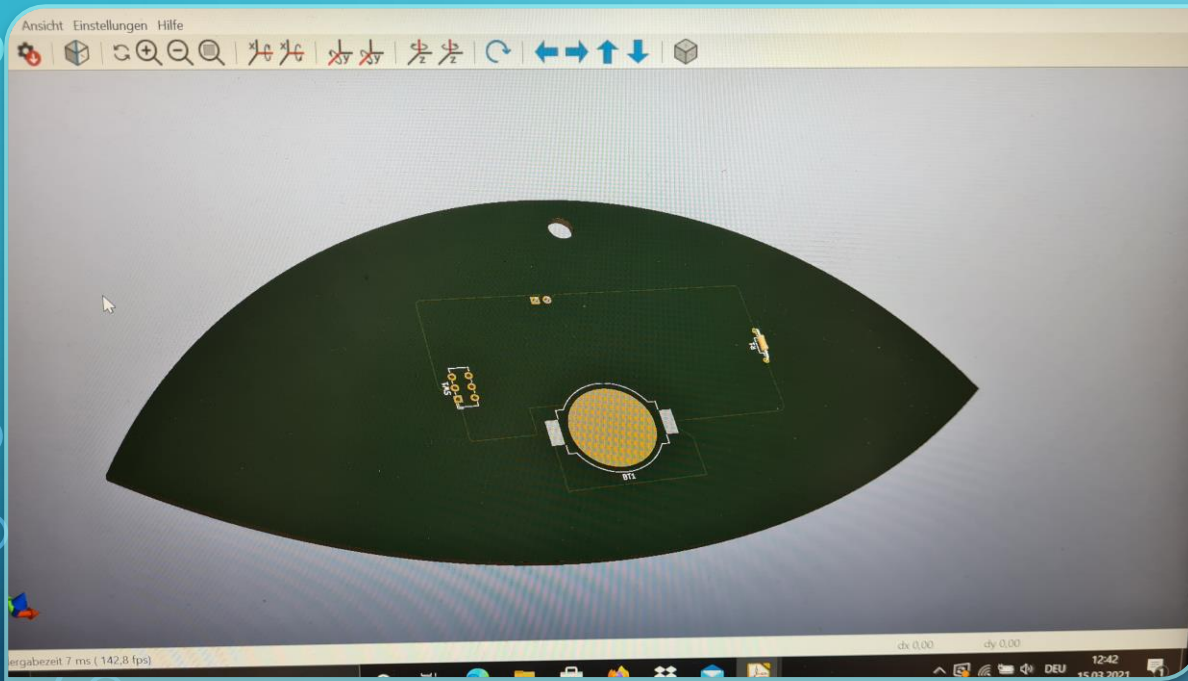
It has one LED as a light flare inside the „Pupil“

The circuit is very simple, since I focussed my attention on a creative design and a detailed look, that creates not one, but several images depending on how close you look

The cut out around the „pupil“ was removed due to translation problems during the ordering process.



These are the front and back views in the 3D viewer. This LED shows up red, nevertheless it will be a white LED

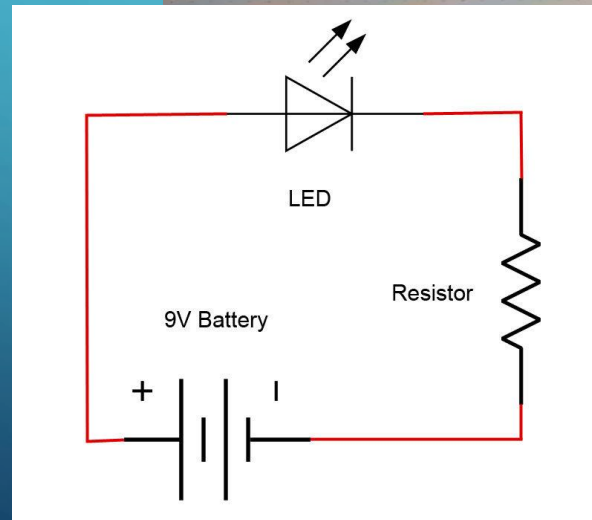
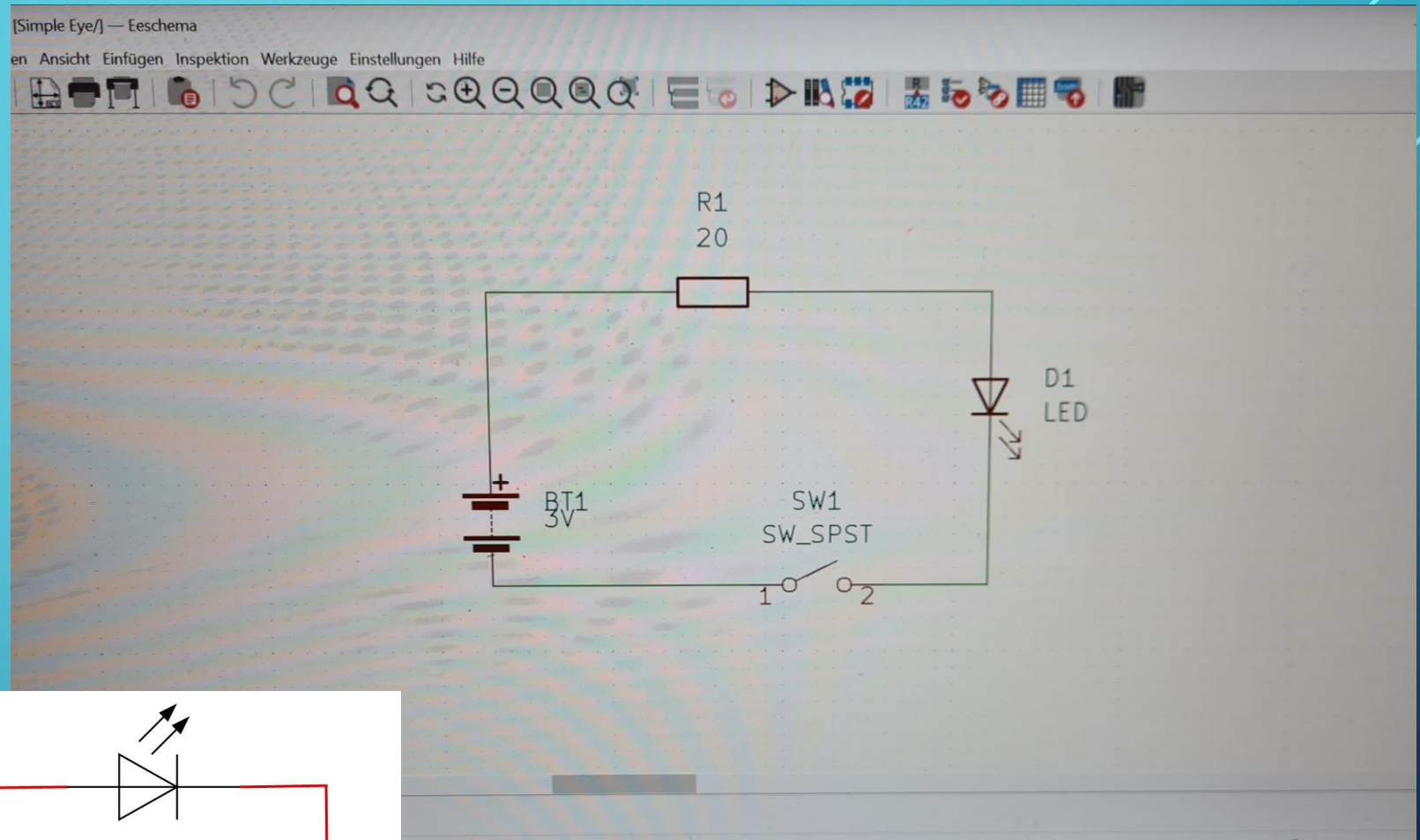


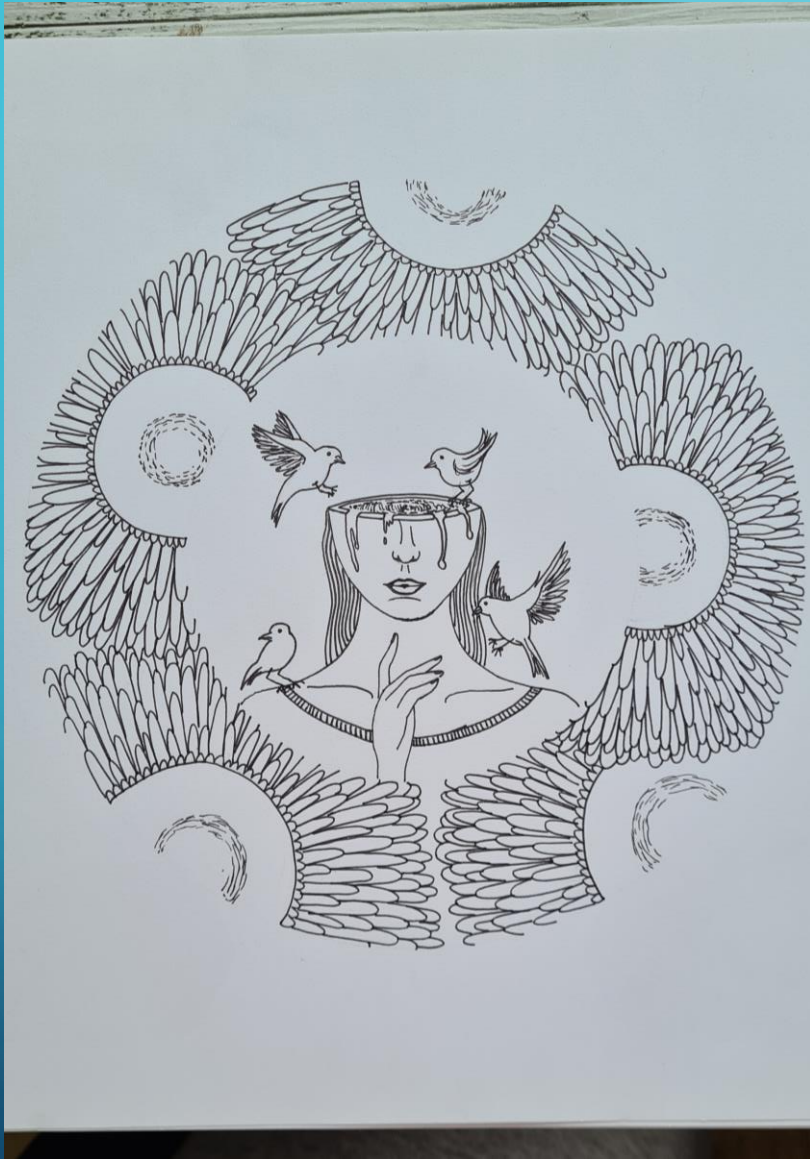


This is the schematic of the PCB.

As said it is very simple and easy, since I didn't want to take too much attention off of the design.

Below there's the schematic I used as orientation.





This is the handdrawn design I made for the PCB. I wanted to create an illusion that looks like an iris and a pupil, but on the second look is not what it seemed to be, but something deeper and prettier.

Since the PCB is eye-shaped, from afar it would look like a simple image of an eye, but it shows more of the soul, the mind of a person that lives behind the eyes.

It's a symbol off the human perception of first and second impression.

Furthermore it's a visual translation of the saying „The eyes are the soul's windows“

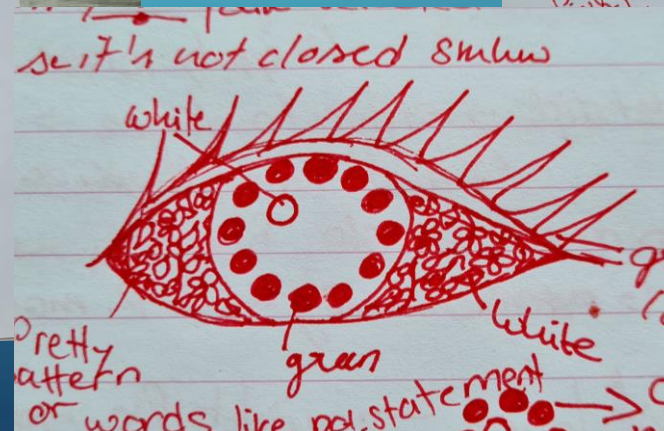
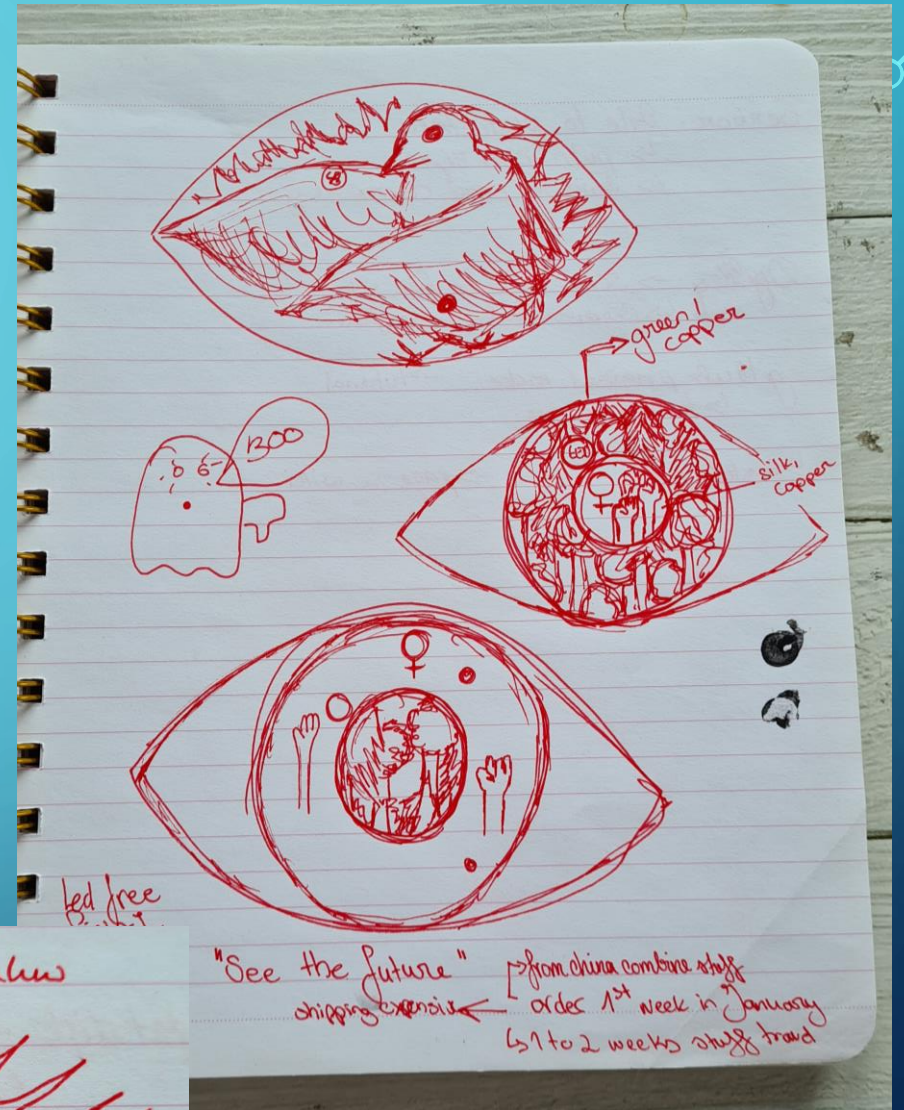


These are my first designs. I had originally in mind to make the iris of the eye out of a circle of LEDs.

Due to the size the PCB needed to have I cut that idea.

Also, there was a design with a firebird that would have been made up out of warm colours, like copper and gold.

The final iris-pupil design underwent some changes as well.





For the protocooll : This is the first version of the final design.

I originally intended to create a shadow outline on the copper layer and the main image on the silk layer.

The file size went up so high, that it was hard to open it or to work on it without KiCad breaking down.

I removed the shadow on the copper layer later on.

