3D Display Using a LED Cube

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Abstract

The basic idea of this project is to illustrate the principle of the persistence of vision, while exploiting the imperfections of the human eye. Persistence of vision is the afterimage that is retained on the retina twenty-fifth of a second after the image is gone. Using an ATMEGA microcontroller to turn on and off the LEDs on each layer of the 8x8x8 cube, text and images are displayed that are visible from more than one angle. A serial port is used to communicate with the PC.