Wearable Technology
So the original Idea came from Adafruit’s Trinket-Powered Neopixel Goggle Kit.
Problem is you can not see through them. So I decide to make my own by using a Thingiverse Minion Goggle and Neopixels.

The cost to print the Goggles on the MakerBot was $9.95
I laser cut an acrylic lens with eye holes and 3d printed a back plate to limit reflections.
The cost for the Neopixel with shipping was $24.50 for the set.
What are Neopixels?

They are intelligent multicolor Light Emitting Diodes (LEDs). You talk to them by computer.

You can chain them together to form a string by which you can program each pixel a different color.
There is a specific timing sequence for a logic 1 and a logic 0. These are called bits.

The Bits are combined into 3 eight bit bytes. One word for Red, Blue and Green color
3 bytes become a word and each word is daisy chained together. One word for each pixel. Each byte is a number from 0 to 255 for the brightness of each color. Red, Blue, Green.
Combining the 3 colors at different intensity gives you all available colors.
```c
#include <Adafruit_NeoPixel.h>
#include <Adafruit_LiquidCrystal.h>

#define PIN 6

void rainbow(uint8_t wait) {
  uint16_t i, j;
  for(j=0; j<256; j++) {
    for(i=0; i<strip.numPixels(); i++) {
      strip.setPixelColor(i, Wheel((i+j) & 255));
    }
    strip.show();
    delay(wait);
  }
}

// Slightly different, this makes the rainbow equally distributed throughout
void rainbowCycle(uint8_t wait) {
  uint16_t i, j;
  for(j=0; j<256; j++) { // 5 cycles of all colors on wheel
    for(i=0; i<strip.numPixels(); i++) {
      strip.setPixelColor(i, Wheel((i * 256 / strip.numPixels()) + j) & 255);
    }
    strip.show();
    delay(wait);
  }
}

// Input a value 0 to 256 to get a color value.
// The colours are a transition r - g - b - back to r.
uint32_t Wheel(byte WheelPos) {
  if(WheelPos < 85) {
    return strip.Color(WheelPos * 3, 255 - WheelPos * 3, 0);
  } else if(WheelPos < 170) {
    WheelPos -= 85;
    return strip.Color(255 - WheelPos * 3, 0, WheelPos * 3);
  } else {
    WheelPos -= 170;
    return strip.Color(0, WheelPos * 3, 255 - WheelPos * 3);
  }
}
```