Wearable of the future

ABOUT AR

SADI MDes 배준우
SKKU 권영대
SADI PD 한준섭
김혜진
정민선
SADI FD 이정수
Augmented reality (AR) is a live direct or indirect view of a physical, real-world environment whose elements are augmented (or supplemented) by computer-generated sensory input such as sound, video, graphics or GPS data.
HOW TO CONNECT WEARABLE?

How to implement the wearable through Little bits? Application and understanding of the wearable sensor.

REALIZATION OF PROTOTYPING RAPIDLY

INPUT       OUTPUT

BUTTON       BUZZER
PULSE        BRIGHT LED
LIGHT        DC MOTOR

FOOT CAR
I listen to color: Neil Harbisson

‘Not many people go for a walk in the supermarket for fun, but I do. I have an electronic eye that converts light into sound to enable me to “hear” colour – so the cleaning product aisle is very exciting. The rows of rainbow-coloured bottles sound like a symphony to me.’
IDEAS FROM MOVIES

MOTIVATION

XMEN
- Capability of SURREAL SUPERNATURE

JUMPER
- Transcendence of TIME AND SPACE ACROSS CULTURE

ANTMEN
- The New Perspective of the NATURAL WORLD

TOMMOROW LAND
- Transcendence of TIME AND SPACE ACROSS NATURE
Overall, We need to activate the sense of the new proposal **WEARABLE AR**, which is associated with the various senses excluding sight that dependent on perception.
HOW DO THEY LOOK LIKE?

IMAGE BOARD

SATISFACTION OF CURiosity

INTERACTION OF INTELLIGENCE

SHARING OF EXPERIENCE

EXPLORER

CULTURE

EDUCATION
## PERSONAS

### CURIOUS SMART EXPLORER

<table>
<thead>
<tr>
<th>NAME</th>
<th>VIN DIESEL</th>
<th>OLD / LOCATION</th>
<th>32 / NY</th>
<th>JOB</th>
<th>CAR DEALER</th>
<th>LIFESTYLE</th>
<th>ACTIVE, EXTREME, DYNAMIC</th>
</tr>
</thead>
<tbody>
<tr>
<td>ATTITUDE OF TECH</td>
<td>CURIOUS</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>SOCIAL RELATIONSHIP</td>
<td>INTERACTIVE, LIKE JOURNEY</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>PERSONA GOALS</td>
<td>1. BOTH EXTREME AND CALM</td>
<td>2. CONNECTING TO NATURE</td>
<td>3. WANTING OTHER WORLDS</td>
<td>4. MORE SECURE EXPLORE</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Workshop Day2
## Interview with Persona

### See

- TV Programs
  - ‘National Geographic’
  - ‘Walking into the World’
- New Equipment
- Explore Journal

### Think

- Where will I go this weekend?
- Anyway, security is best.

### Say

- My final destination is Space.
- I will go desert in this holiday.

### Feel

- Stress for selling
- Curious for other world
- Self-satisfaction
- Desire for conquest

### Do

- Selling cars
- Taking explore video
- Buying for Exploring
- Buying life insurance

### Hear

- Nitpick from mom and girlfriend.
- Just marry.
- You need to rest your body.
**TETRAD OF MEDIA**

**CARDIGAN**

**ENHANCE**
- Maintain basic body temperature regulation
- Often wearable
- There is no limit to size
- Warmth

**GUIDAN**

**RETRIEVES**
- Is it possible this useful cardigan?
- Is it possible to charge?
- Should difficulty gets wet?
- What happens when you grow?

**OBSELESCES**
- Restrictions to weather
- Make up the volume

**NAVIGATOR**
- Body by sensory function is different

**REVERSE**
- Is possible the feeling comes to the lower body?
- Subtle reaction from Hand, foot?
- If attached a hood?

**ACTIVATOR**

**MEDIUM**
Workshop Day 2

BEYOND THE REAL WORLD

CONCEPT DEVELOPMENT

JUNGLE METROPOLITAN

EXTREME ON NATURE
EXPLORE / ADVENTURE

COMMUNICATION WITH NATURE
FRIENDSHIP / CULTURE

SENSING BEYOND NATURE
MAGIC / CURE
CONCEPT DEVELOPMENT

AR DEVICES + CARDIGAN

FOR ACTIVATION
- SENSE OF BALANCE
- SENSE OF PARALLEL

FOR COMMUNICATION
- SENSE OF TOUCHING
- SENSE OF HEARING

FOR TIME-LAPSED
- SENSE OF TIME / SPACE SENSE
  OF COGNITION

DEVICES

AR

RINGS

GOGGLES
CONCEPT DEVELOPMENT
SKETCH

STYLE
#Futurism

[Sketches of futuristic clothing and accessories with notes on sporty and comfortable design, including sketches of rings and goggles.]
MATERIAL & COLOUR SELECTION

FUTURISM & WRAM-COZY

Design Concept: URBAN EXPLORERS DAILY
Wanderers, researchers, scholars, adventurers, wizards.

Form
Ordinary wear cardigan form and its role in everyday life

Material
Metal holographic futuristic feel warm knit-emphasize the cozy character with warm colors and soft touch and easy-to-use material in the dressing daily.

Symbol colours
Future metallic silver from the sporty stripes from Tron and Beige & Ivory
Workshop Day 3
WEARABLE STORYBOARD
기술사진 추가 또는 교체
영상부분 필요편집
CONCEPT #1

SCENARIO DEVELOPMENT

AUGMENT SENSE OF BALANCE
CONCEPT #1

EMS (electronic muscle stimulation)
STORYBOARD #1
FUNCTIONS OF AR DEVICE: AR-SHOES
영상부분 필요편집
CONCEPT #2

SENSE OF TOUCHING

Touching

With wild animals

Deliver recognition

Communicate to language

INPUT

OUTPUT

SENSE OF HEARING

Ultrasound beam

Section through beam

CymaGlyph
DESIGN DEVELOPMENT

CONCEPT #2

AUGMENT SENSE OF SYNESTHESIA
SCENARIO DEVELOPMENT

STORYBOARD #2

FUNCTIONS OF DEVICES: AR-RING

홀로그램영상
CONCEPT #3
SENSE OF BIRD EYE SIGHT FROM OTHER PERSPECTIVE VIEW
DESIGN DEVELOPMENT
CONCEPT #4
SENSE OF TIME-LAPSED
FUNCTIONS OF DEVICES: AR-GOGGLES

고글관련 촬영사진 이미지
전체 컨셉의 프레임 워크 종합 구조 AR 시스템 다이어그램
THANK YOU

Q&A