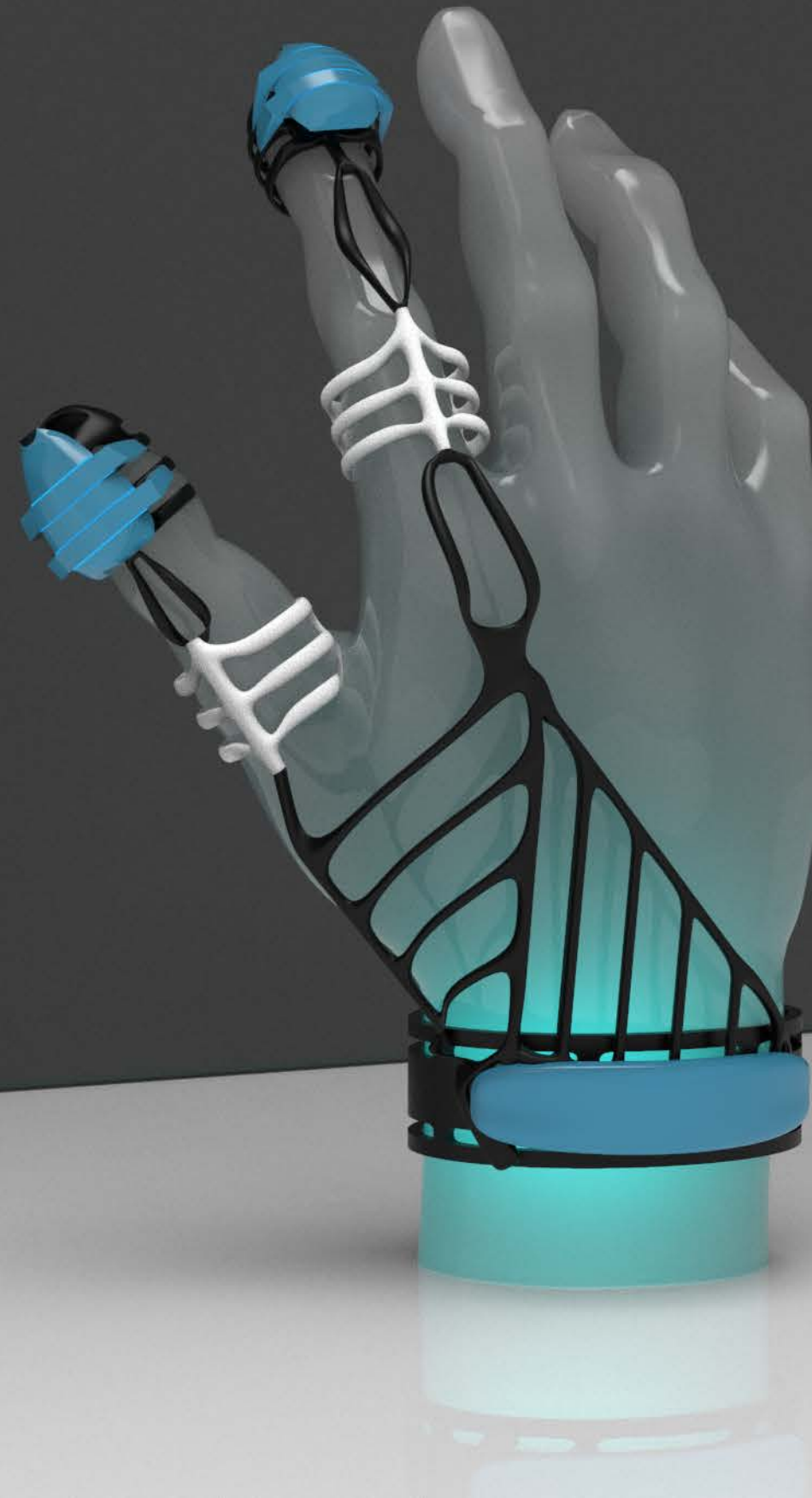


ARGOS

Augmented Reality Glove Operated System

Concept by Jake Lee



What is ARGOS?

augmented reality glove operated system



ARGOS (Augmented Reality Glove Operated System) is a concept for a device and display ecosystem that uses next-gen Augmented Reality (AR) glasses and a glove device that provides the future replaement for your cell phone.

Current AR solutions feel unsatisfying and disconnected because there is no sensory feedback when interacting with the virtual. The glove acts as a bridge between the digital and physical by providing sensor data and vibration or pulses when interacting with AR

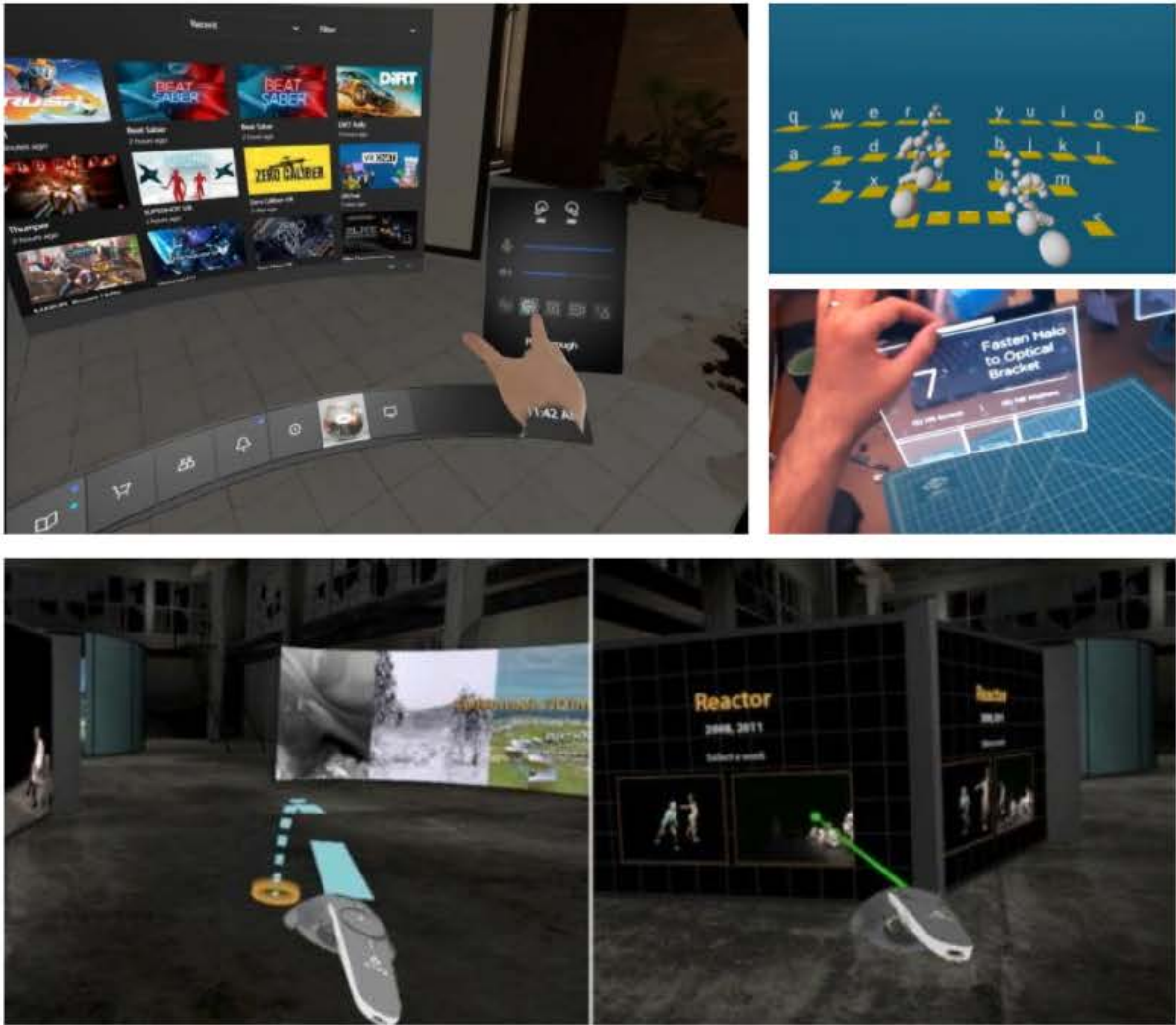
Concept Research

a look at the AR/VR landscape

Control

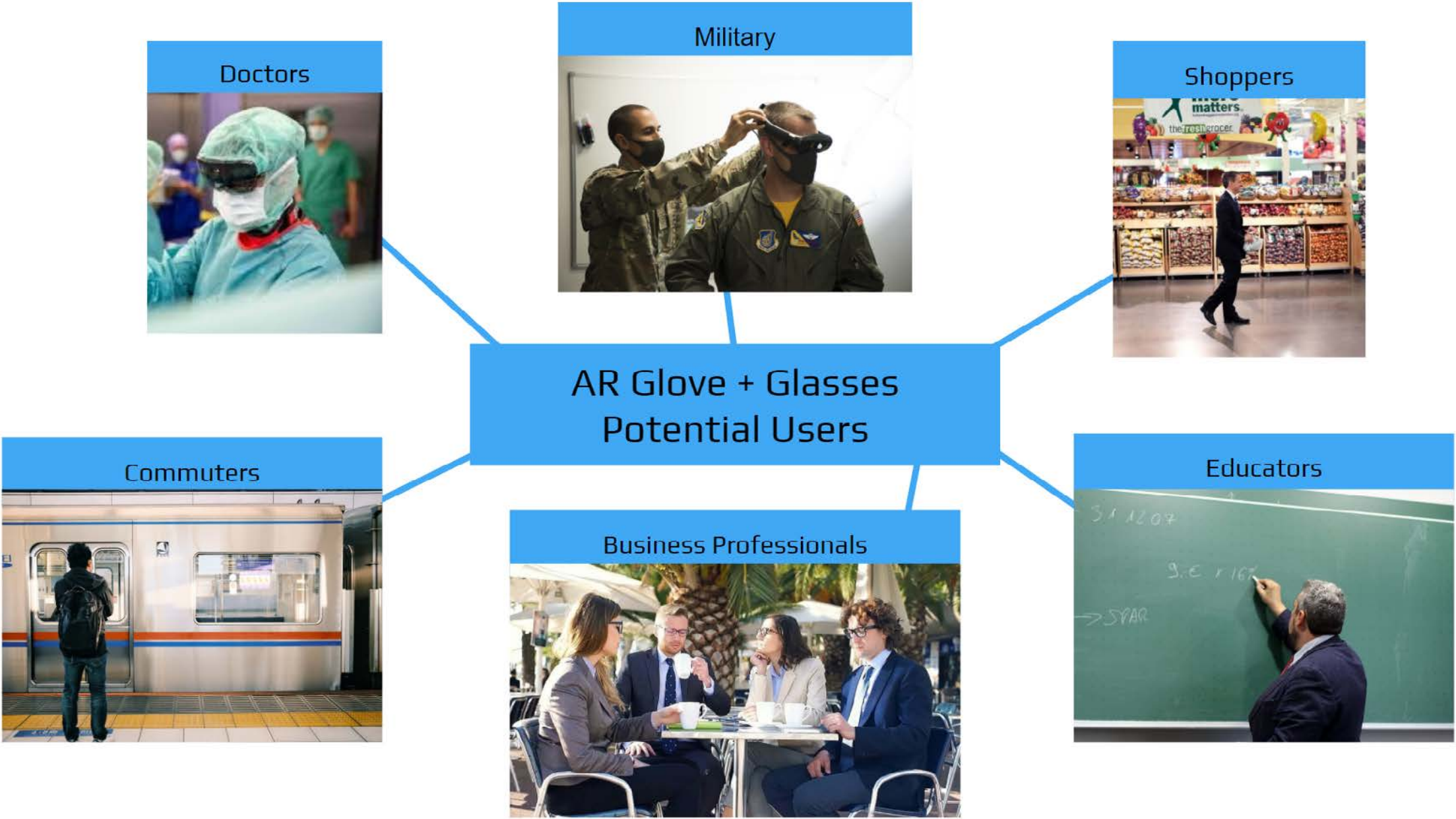


Interfaces



Concept Research

Potential users



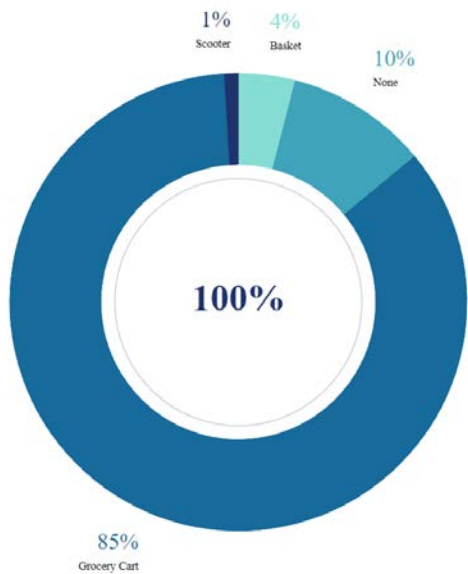
Concept Research

Exploring opportunity for AR at the grocery store

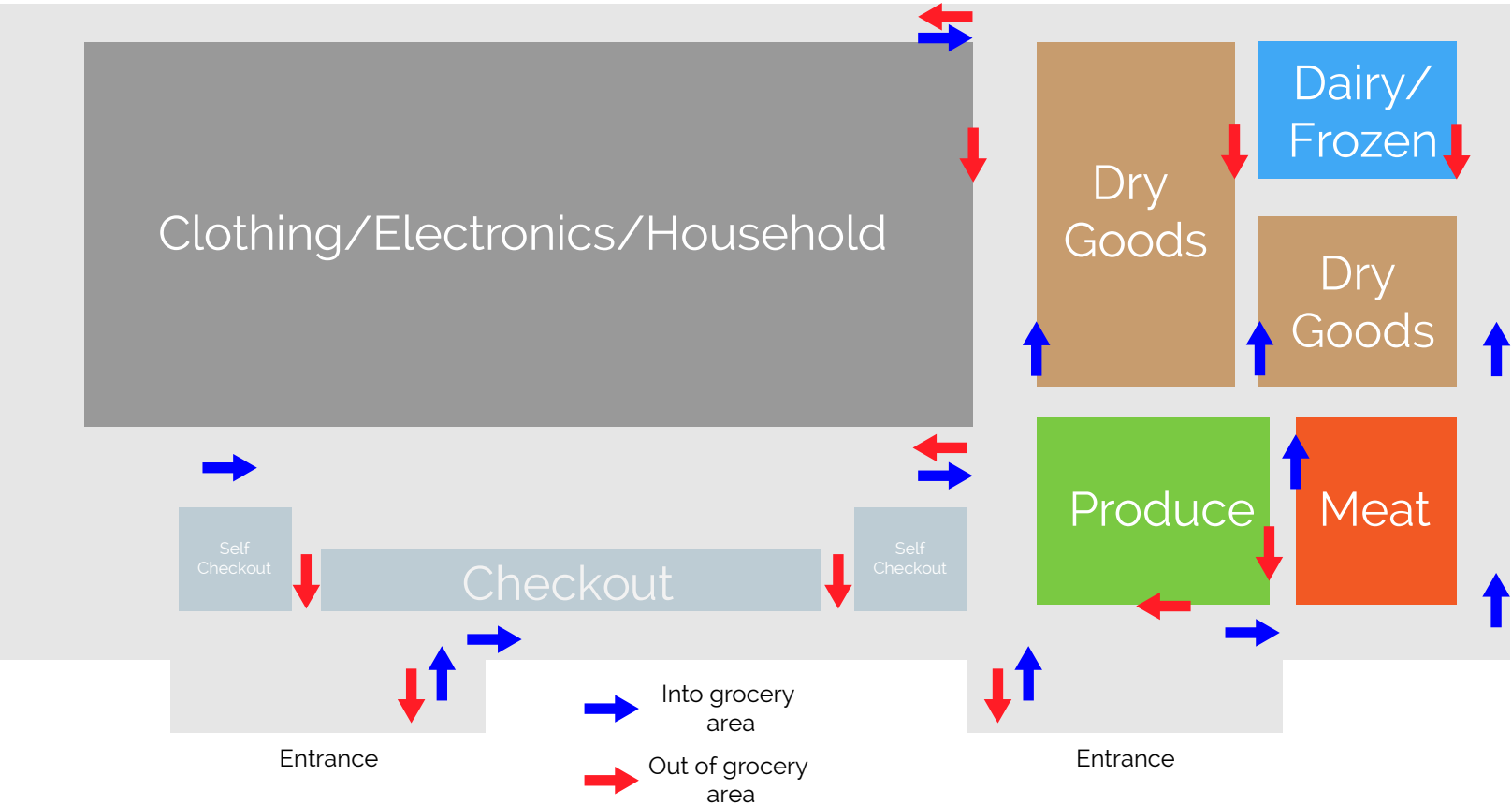
Observations

- Majority of shoppers use a grocery cart.
- Most were young adult to late fifties and alone or a couple.
- On major routes of travel, direction of travel mirrored the roadways.
- Carts left in aisles created significant roadblocks.

Shopping Tool Distribution

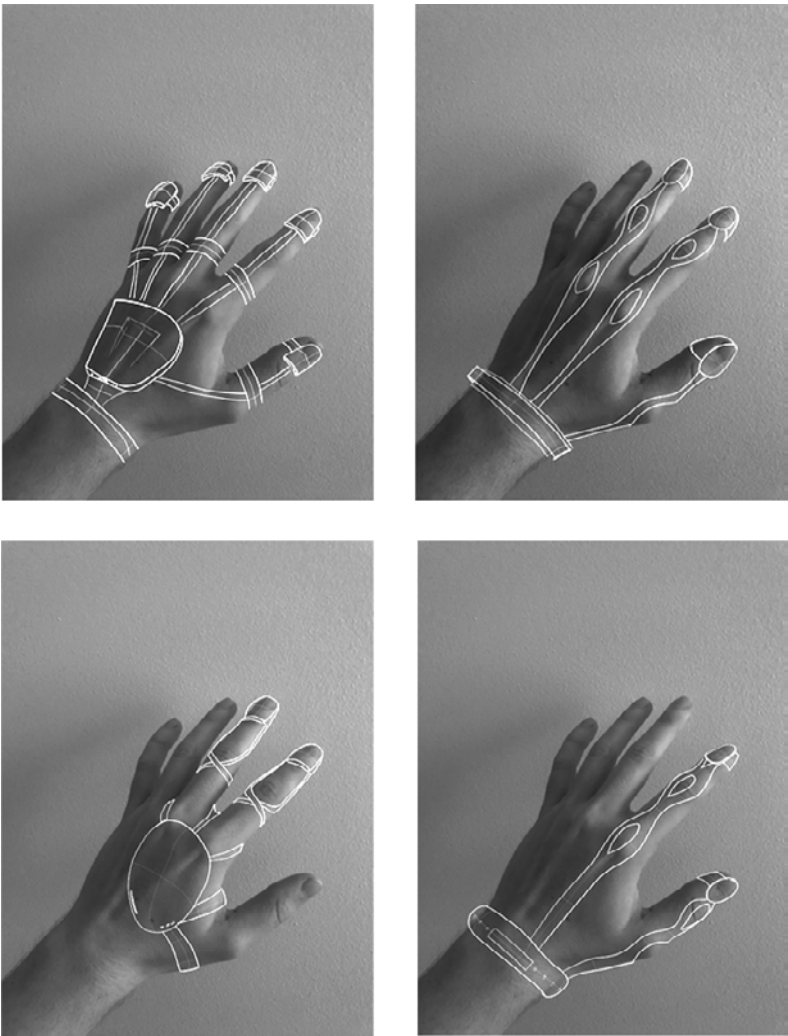
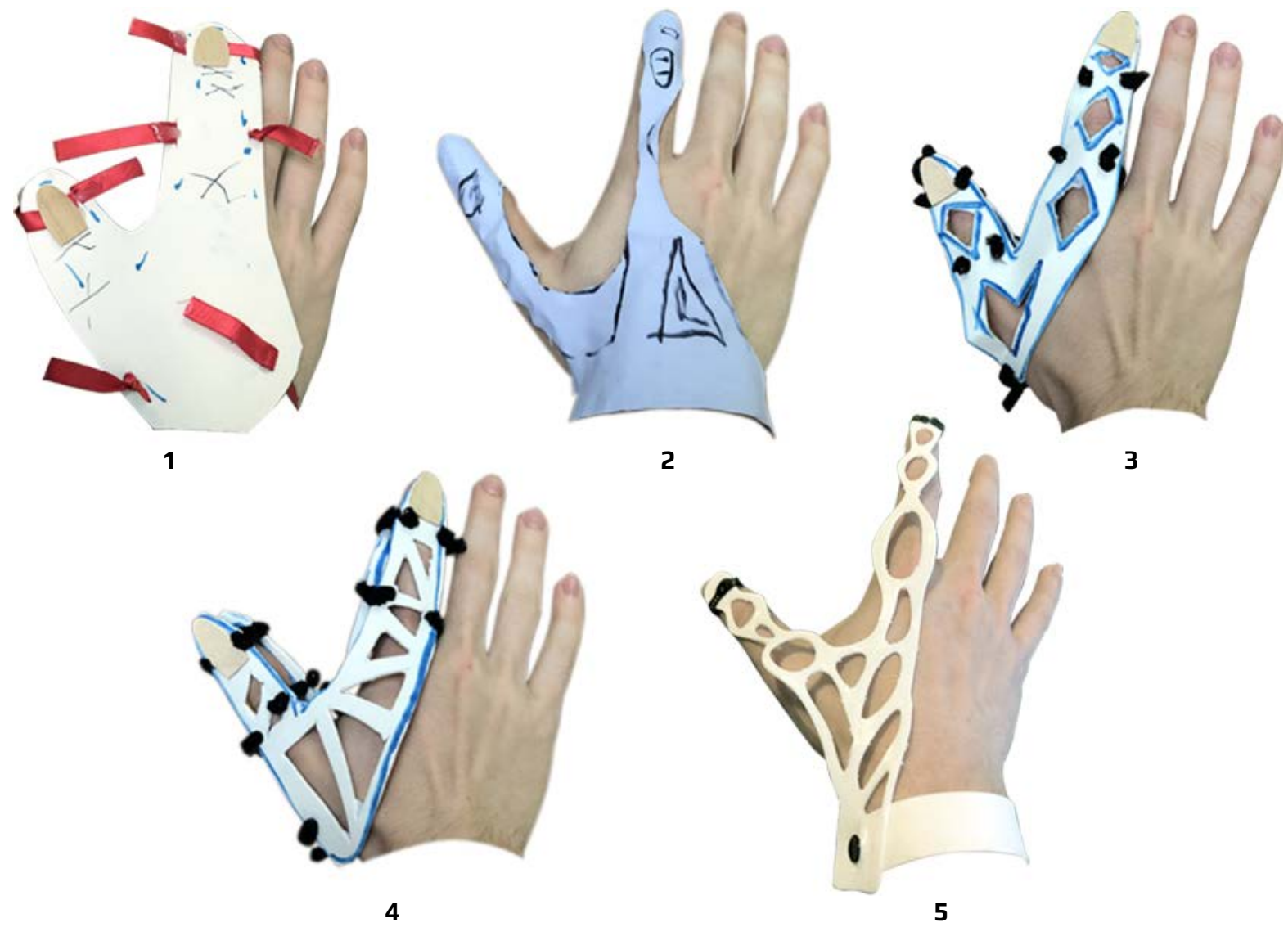


Grocery Store Diagram



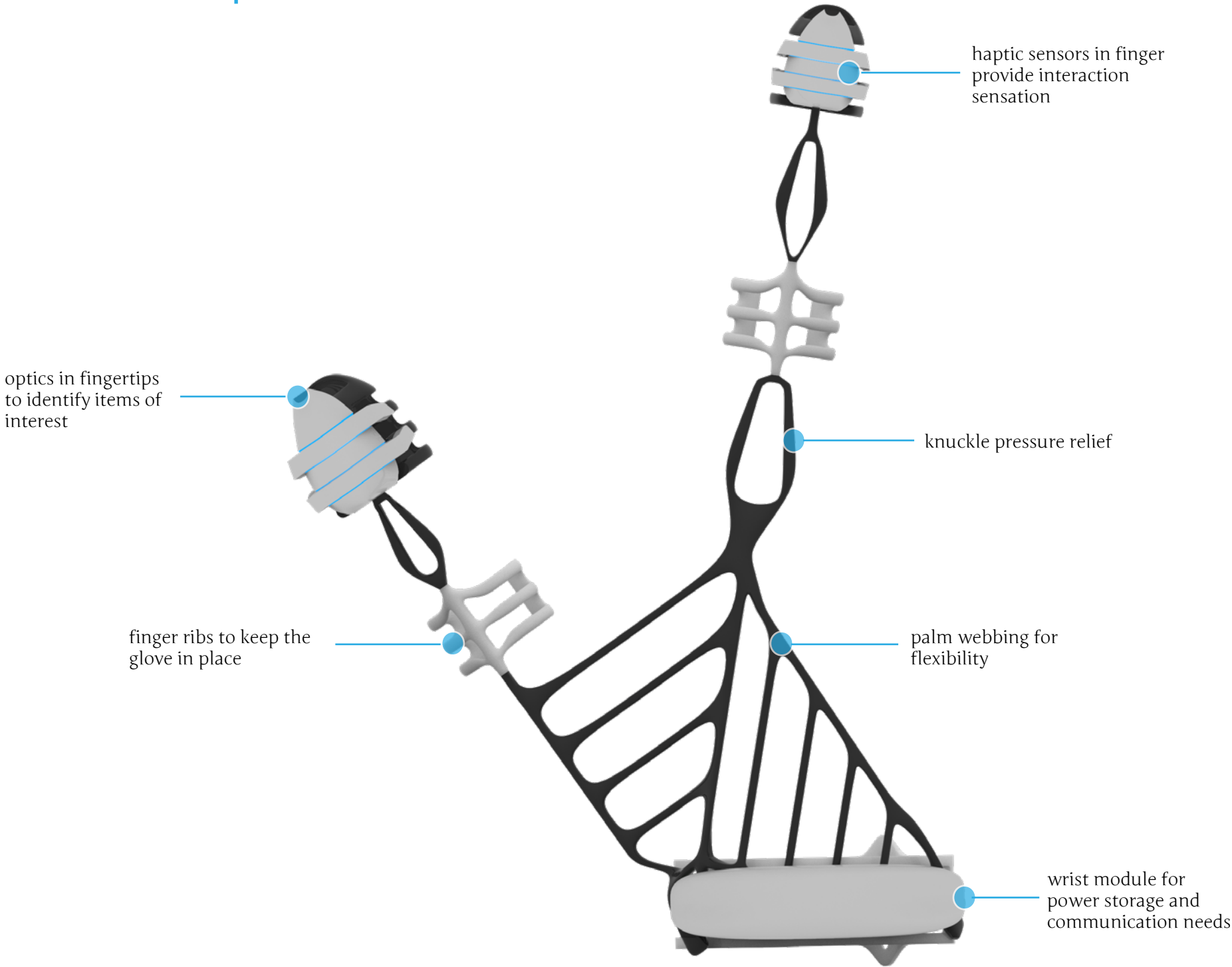
Prototyping

sketches and early models



ARGOS

final glove concept

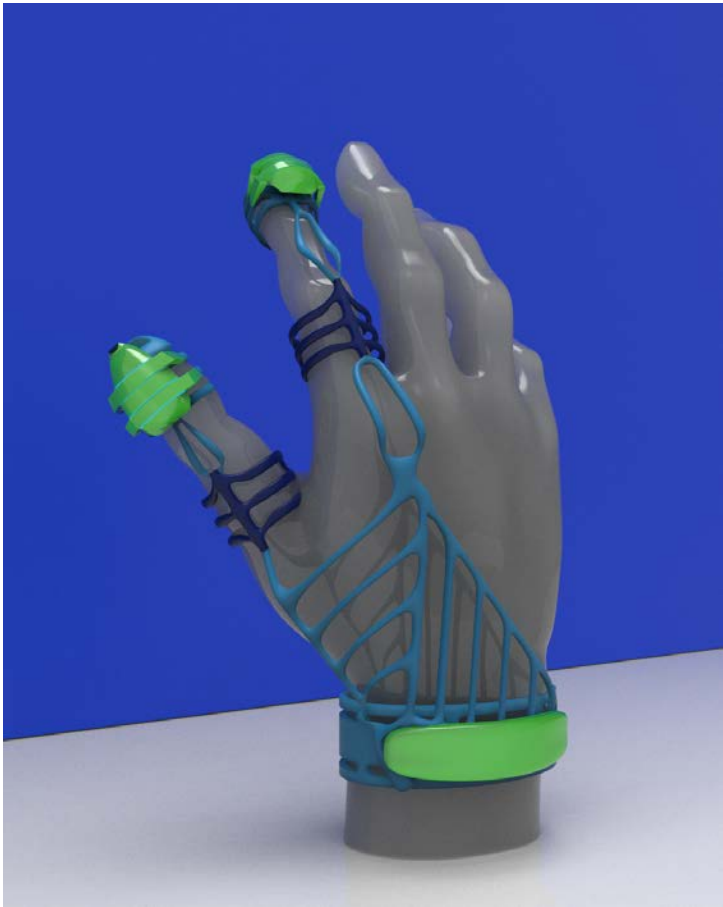


Final Glove Fit



Colorways

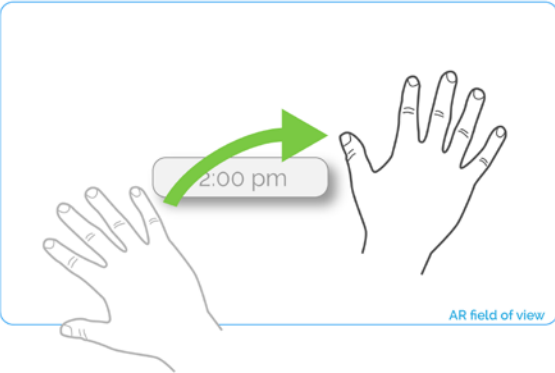
customize your look



Gestures

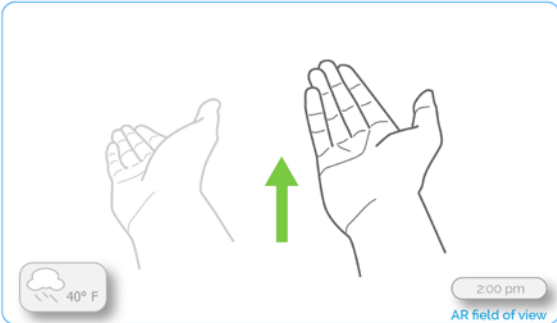
streamlined control

Closing windows/menus



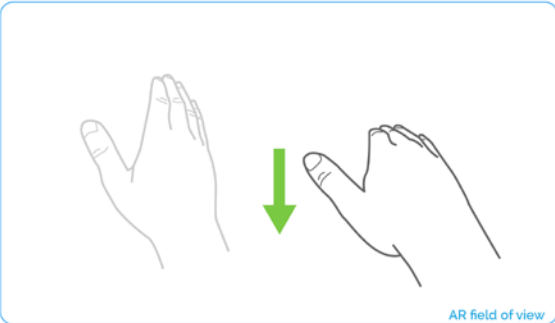
Wave over menus and windows with an open hand to hide or close them

Opening HUD



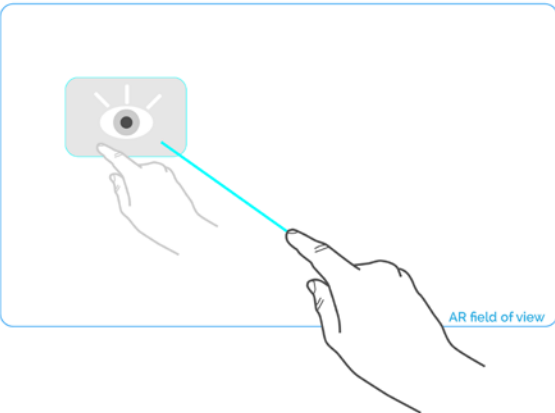
Make a swipe up motion with palm faced up to show the Heads-Up-Display (HUD)

Closing HUD



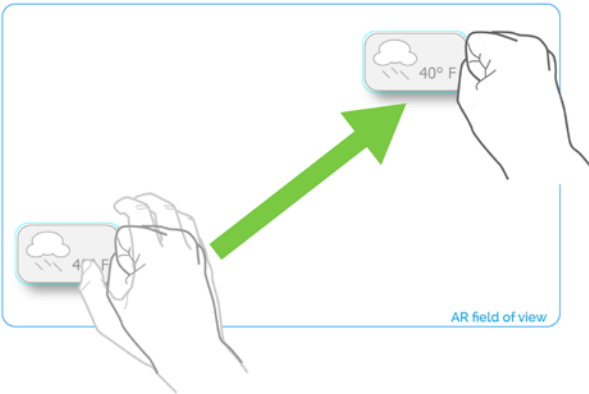
Make a swipe down motion with palm faced down to hide the HUD

Selecting/interacting

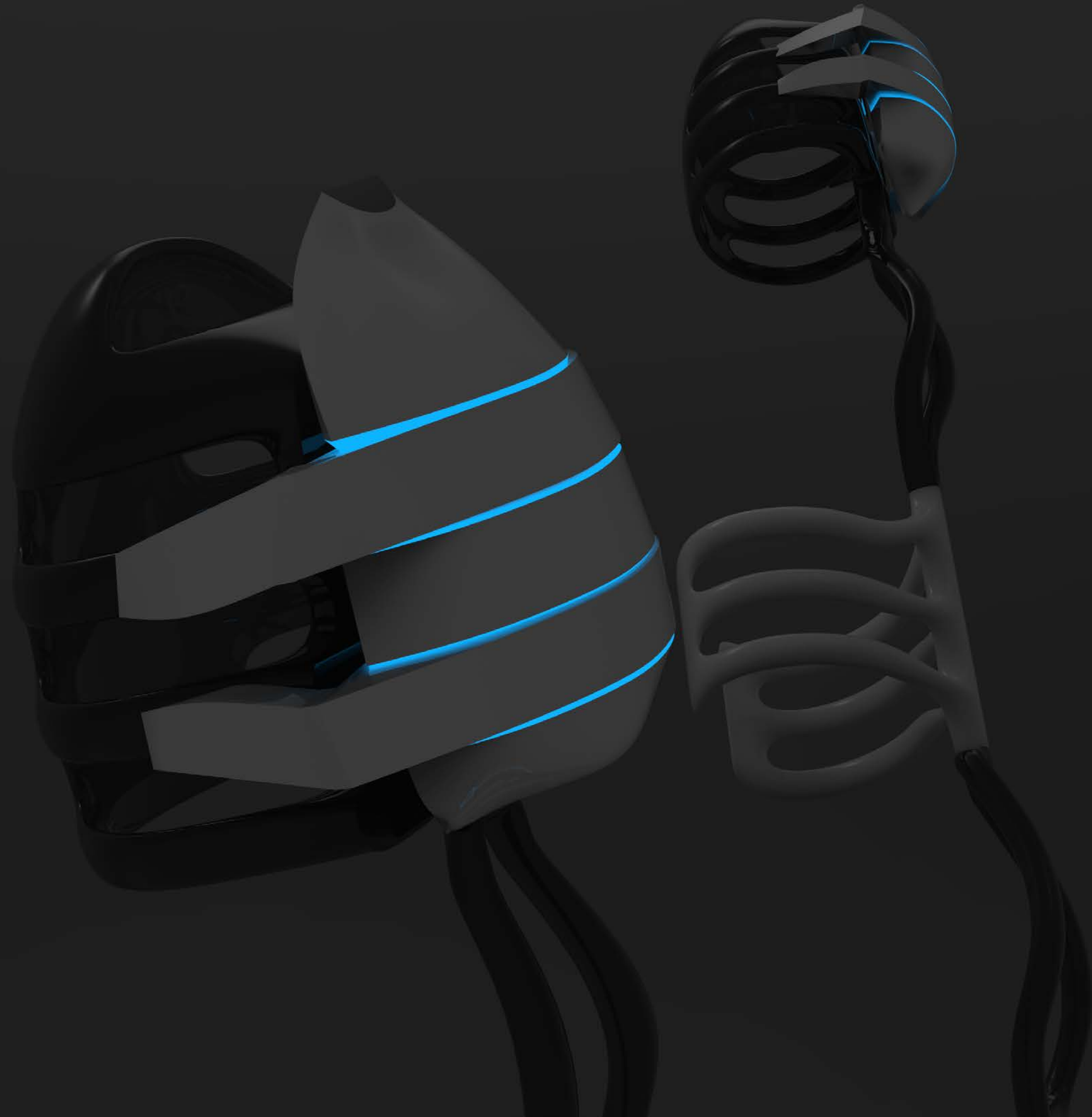


Pointing produces a "laser pointer" that allows the user to interact with spatial displays and select options that are out of reach

Moving Displays

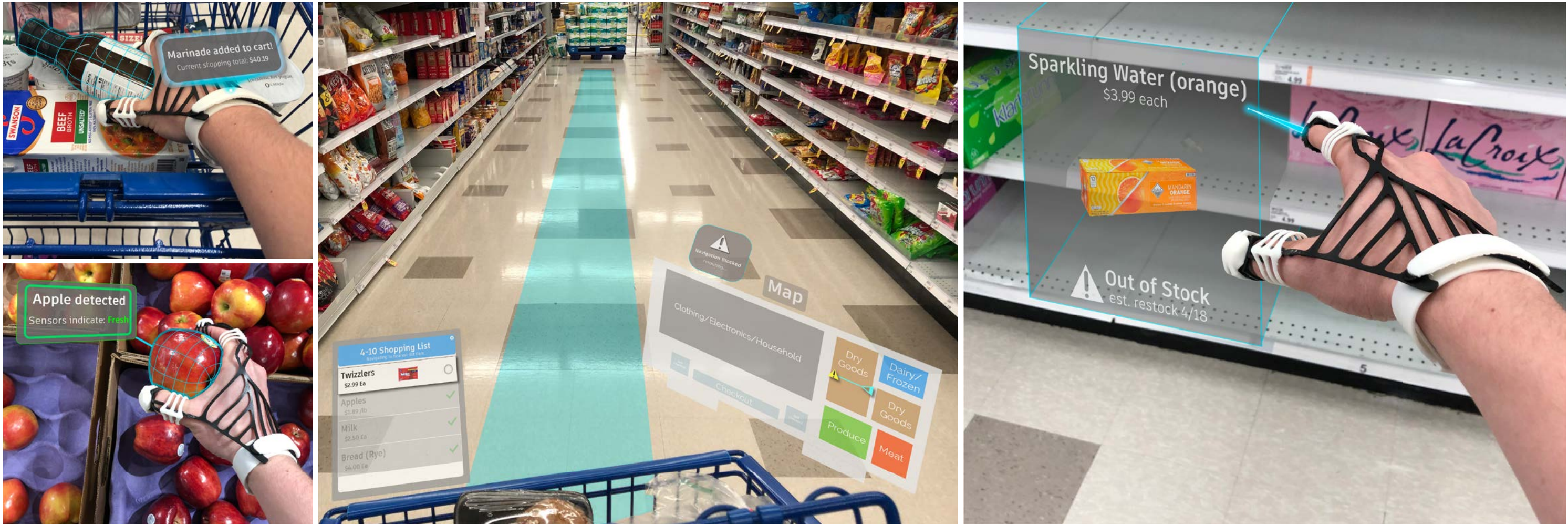


Grab a display element to move it around



Interfaces

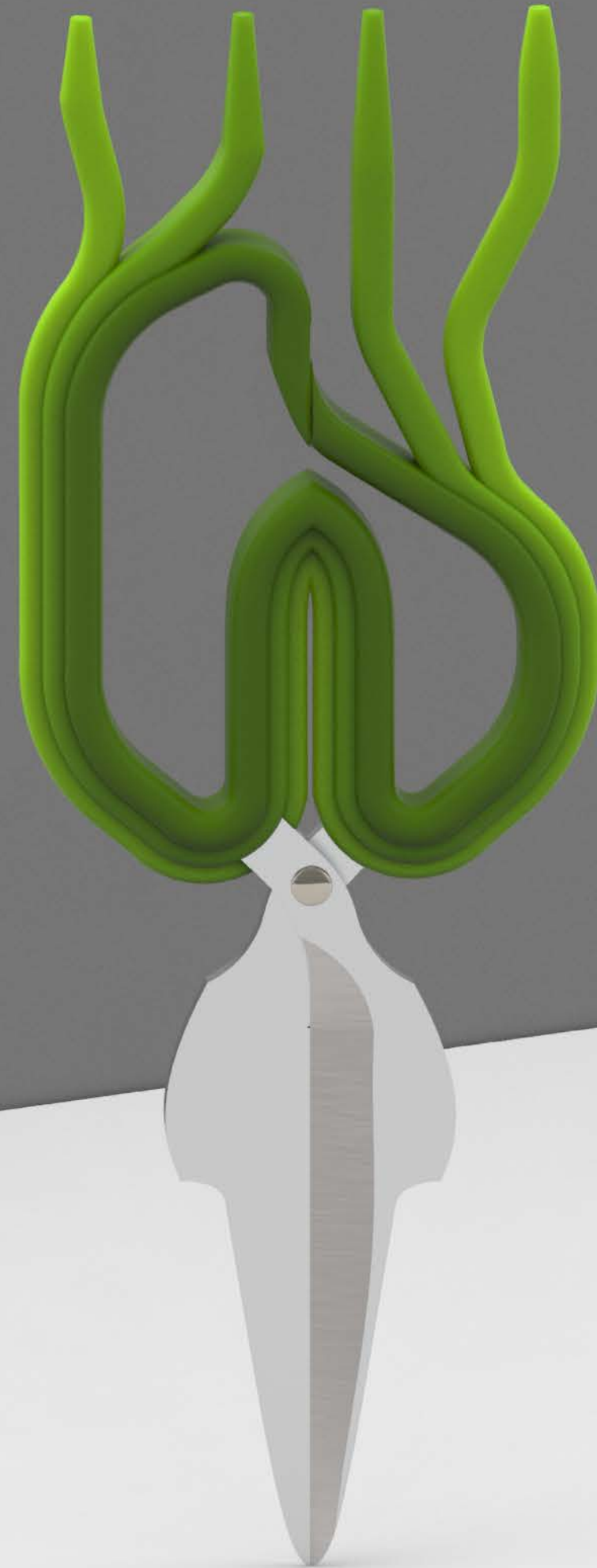
intuitive interaction



Bonsai Shears

Ergonomic, Stylish, Zen

Concept by Jake Lee



Research/ Moodboards

understanding the Bonsai tradition



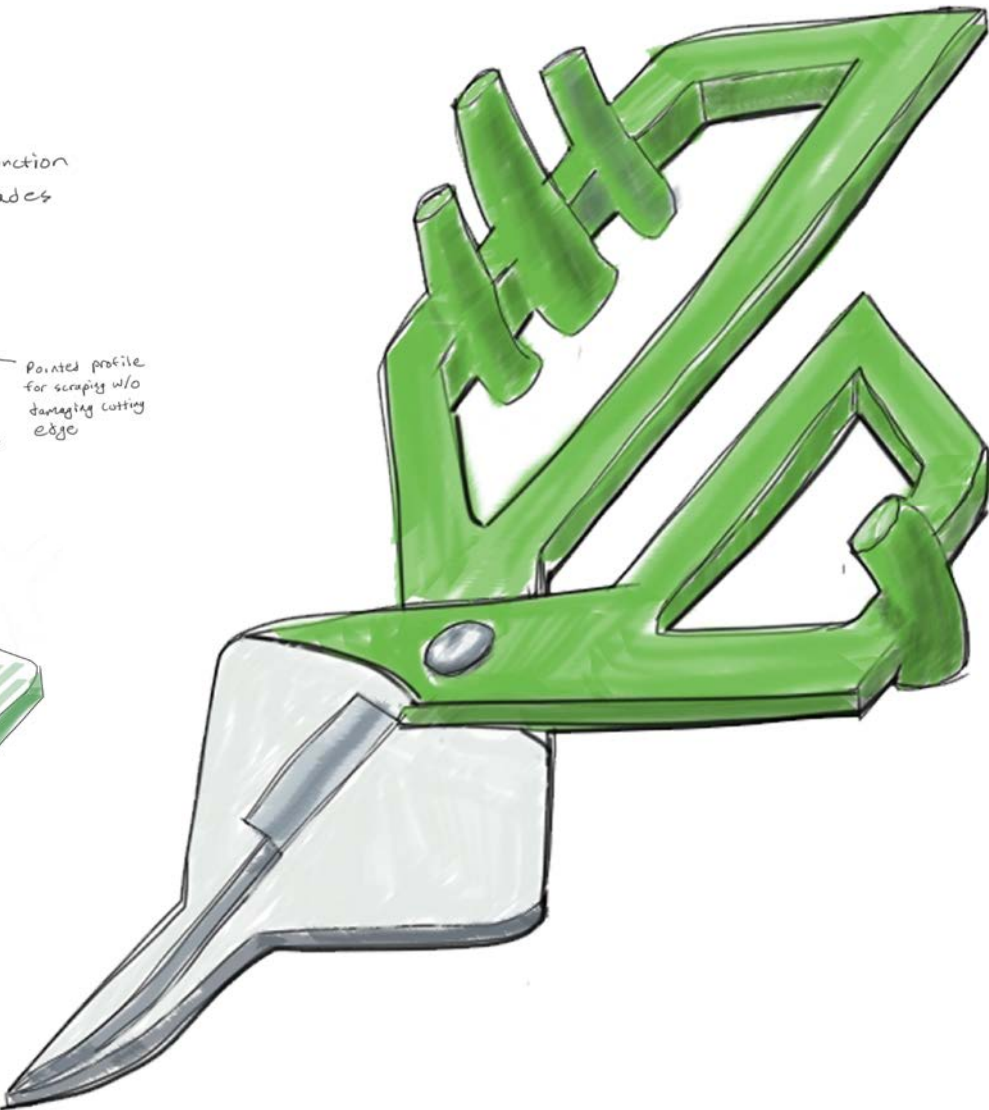
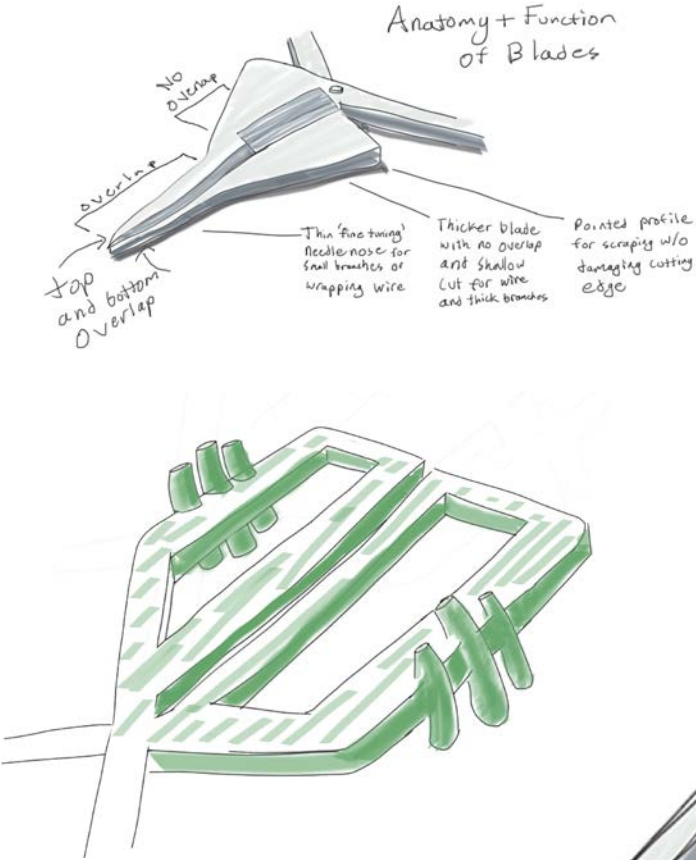
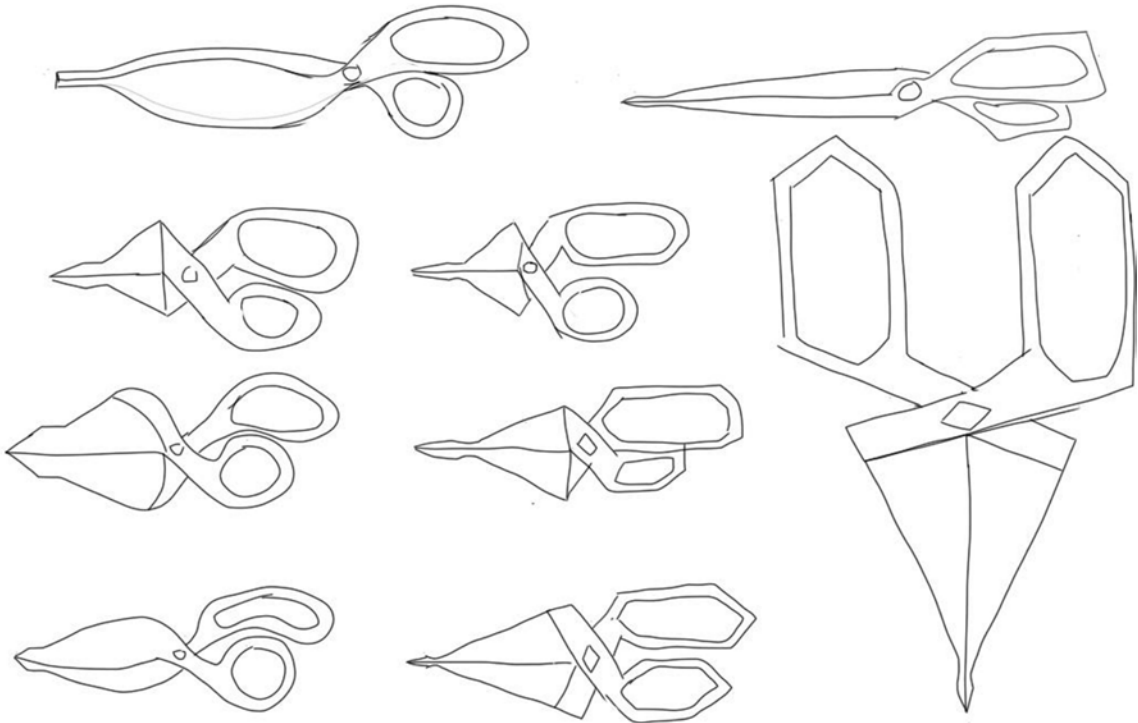
Most Important Uses for Bonsai

- Cutting thick branches
- Fine tuning smaller branches
- Cutting wire
- Wrapping wire
- Scraping roots for repotting



Sketches

beginning to conceptualize



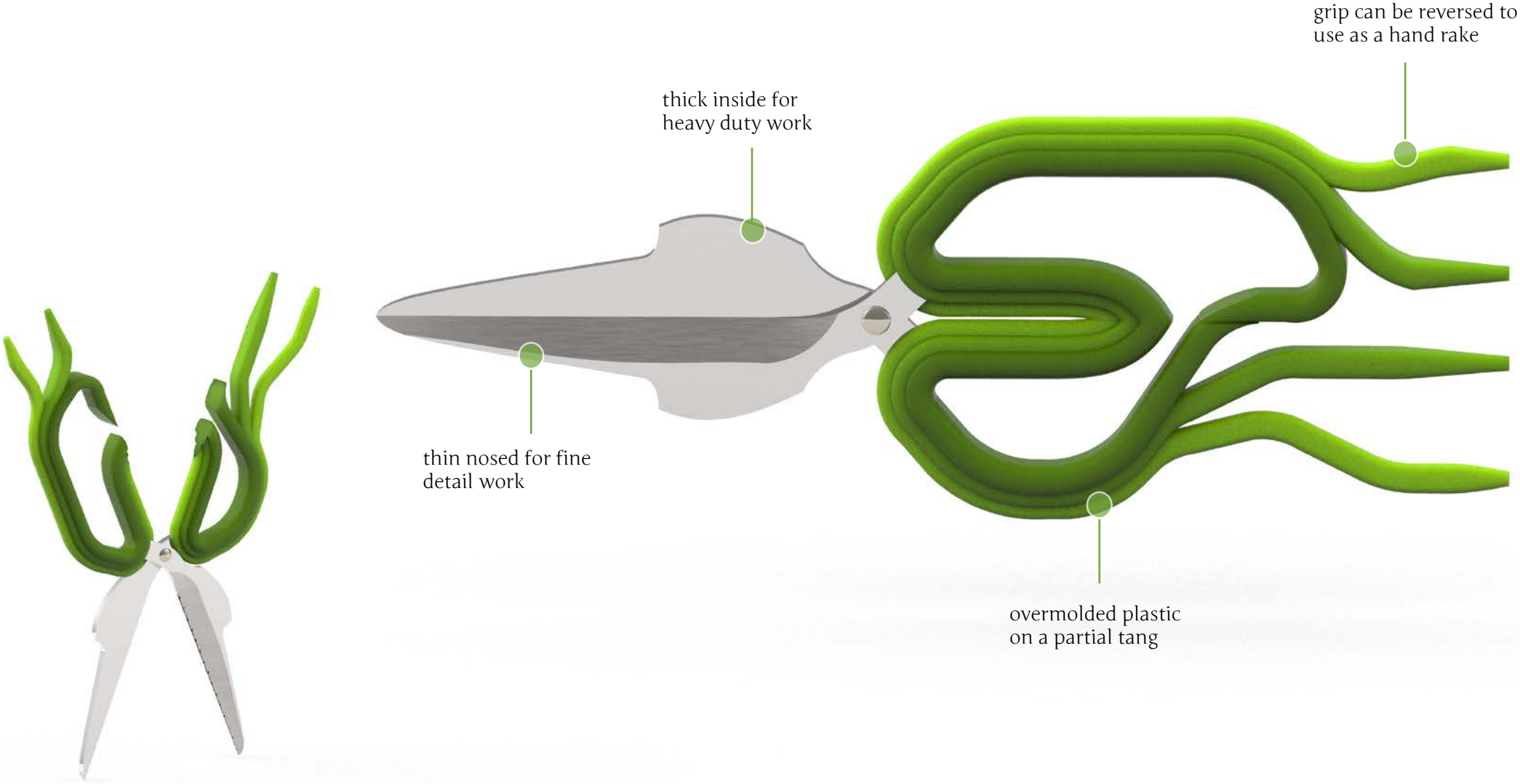
Prototypes

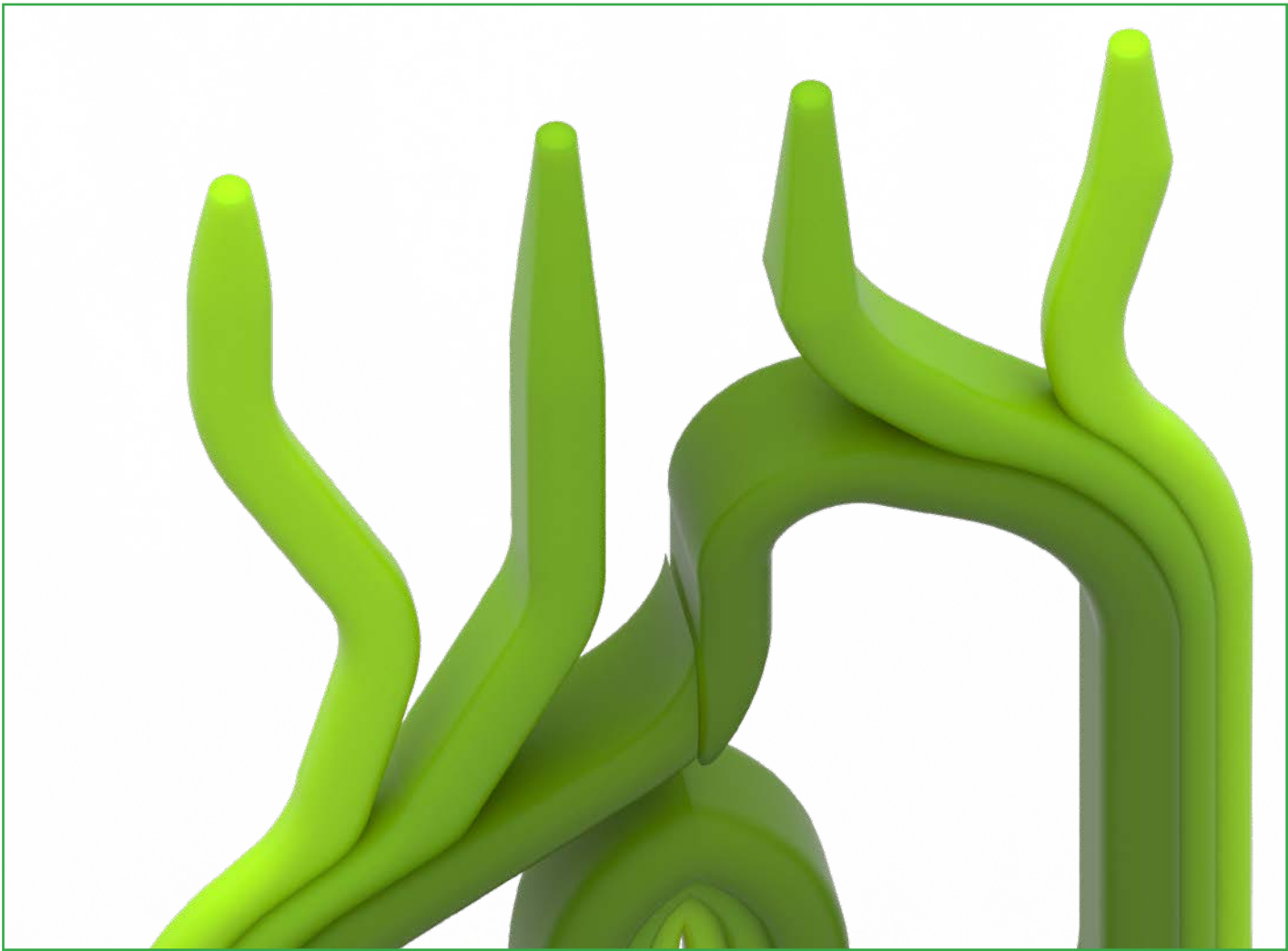
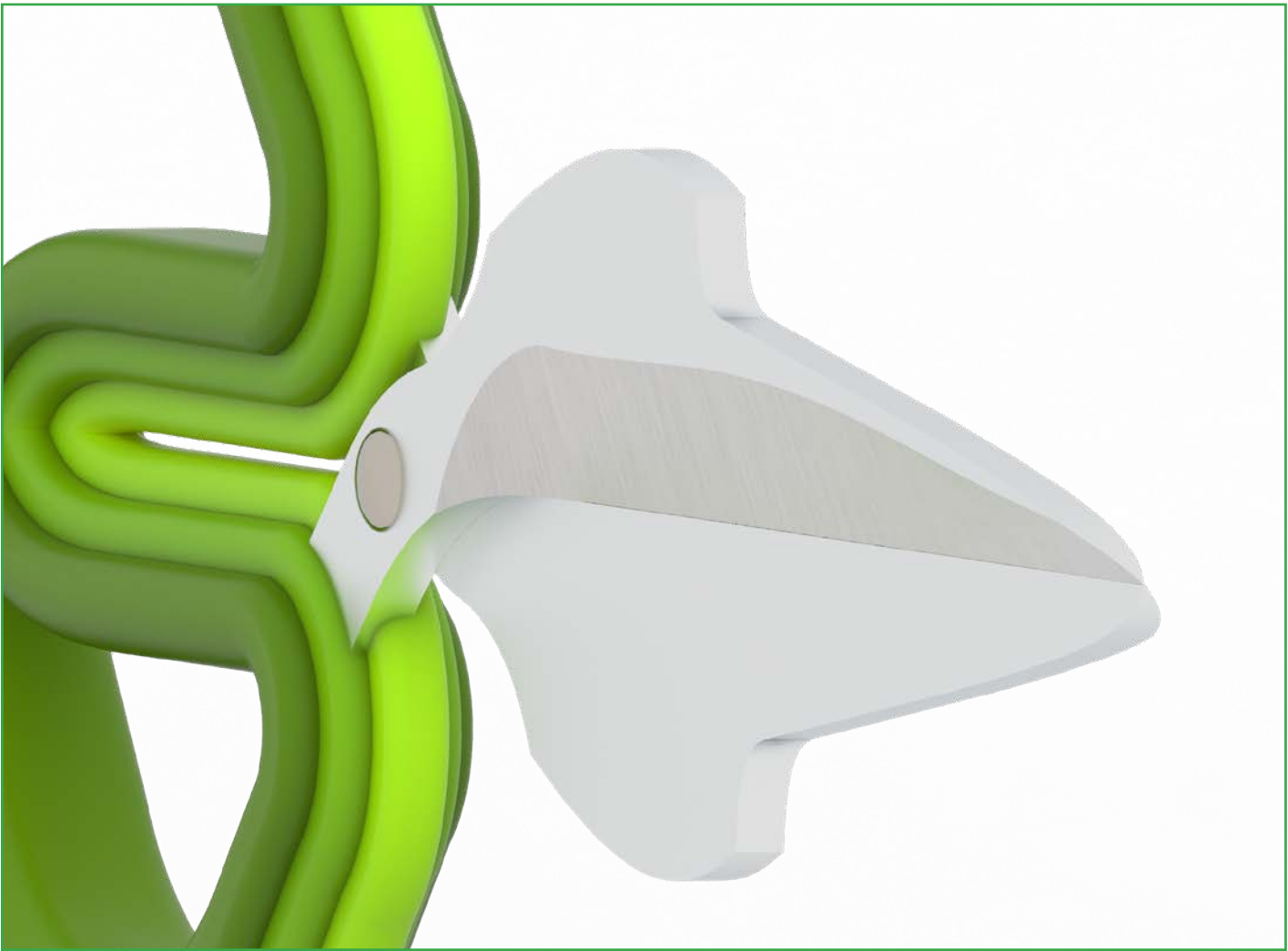
continuing to conceptualize



Final Design

printed and rendered





Luminescence

A Living Experience

Concept by Jake Lee



Concept

the science behind the idea

What is Luminescence?

Luminescence is a design concept that uses microscopic bioluminescent phytoplankton to create a living interactive feature. The phytoplankton in nature, called Dinoflagellates, emit a light when agitated in water which effectively makes waves or boat engine wakes seem to glow. This can be harnessed and shaped into many different installations that can be installed in buildings to captivate the passerby.

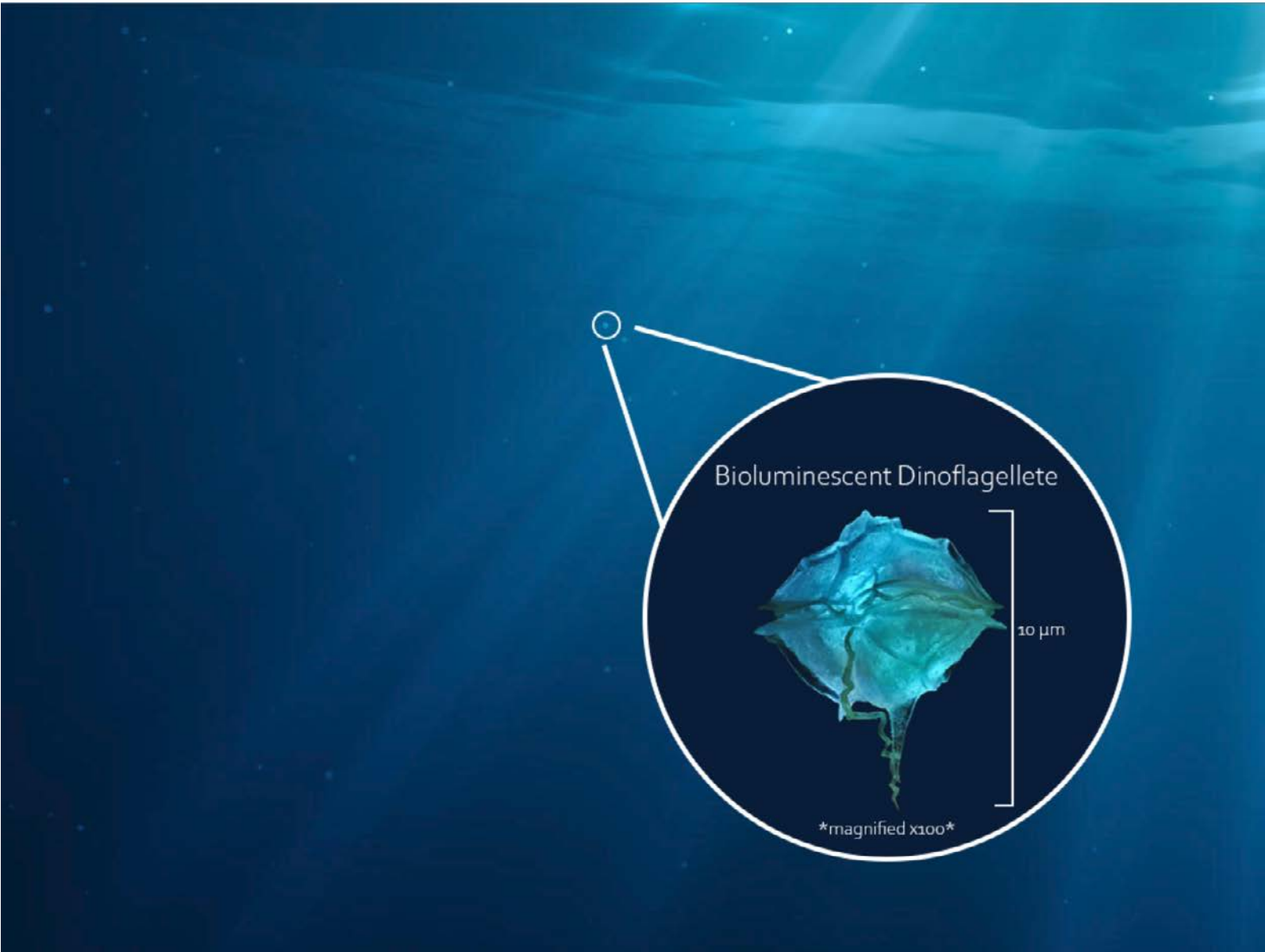


Concept

the science behind the idea

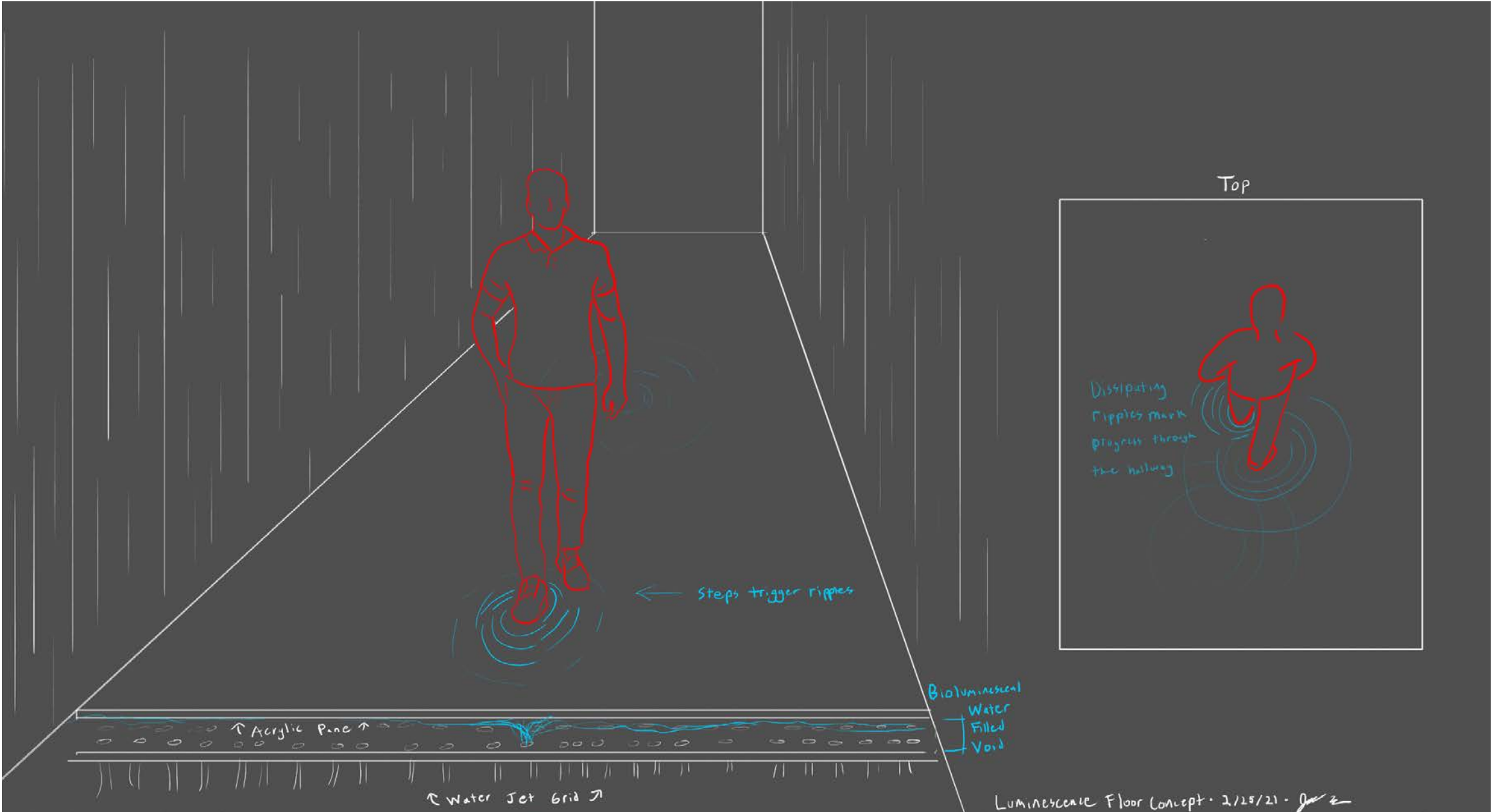
How it Works

Dinoflagellates, like all phytoplankton in the ocean, create energy by feeding off of sunlight in roughly twelve hour cycles. At nighttime, and in the right conditions, large colonies of this critter will emit light when disturbed by movement in order to ward off potential predators. Like any plant, they can be grown and kept with the right amount of light and nutrients.



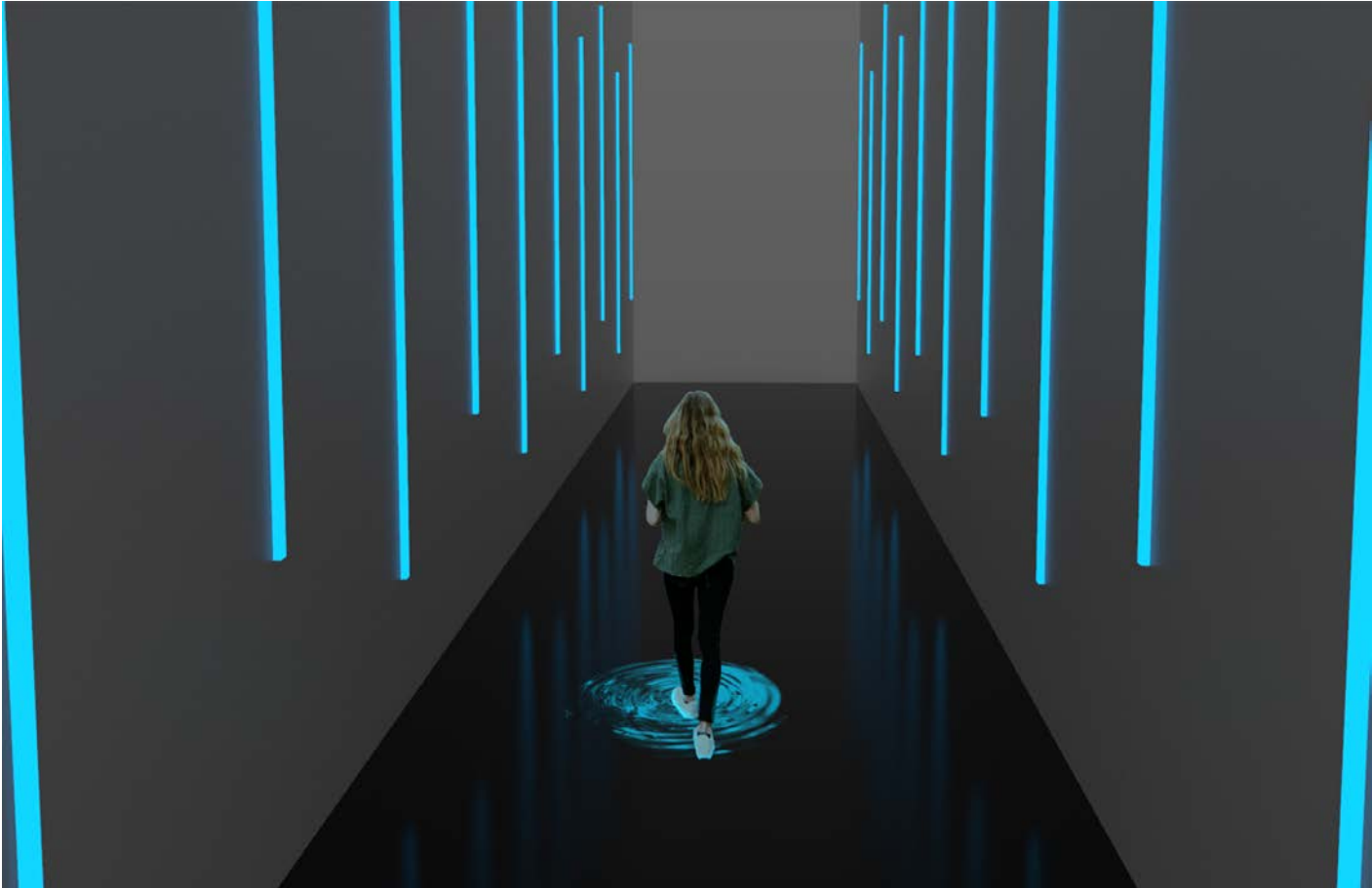
Floor

laying out the idea



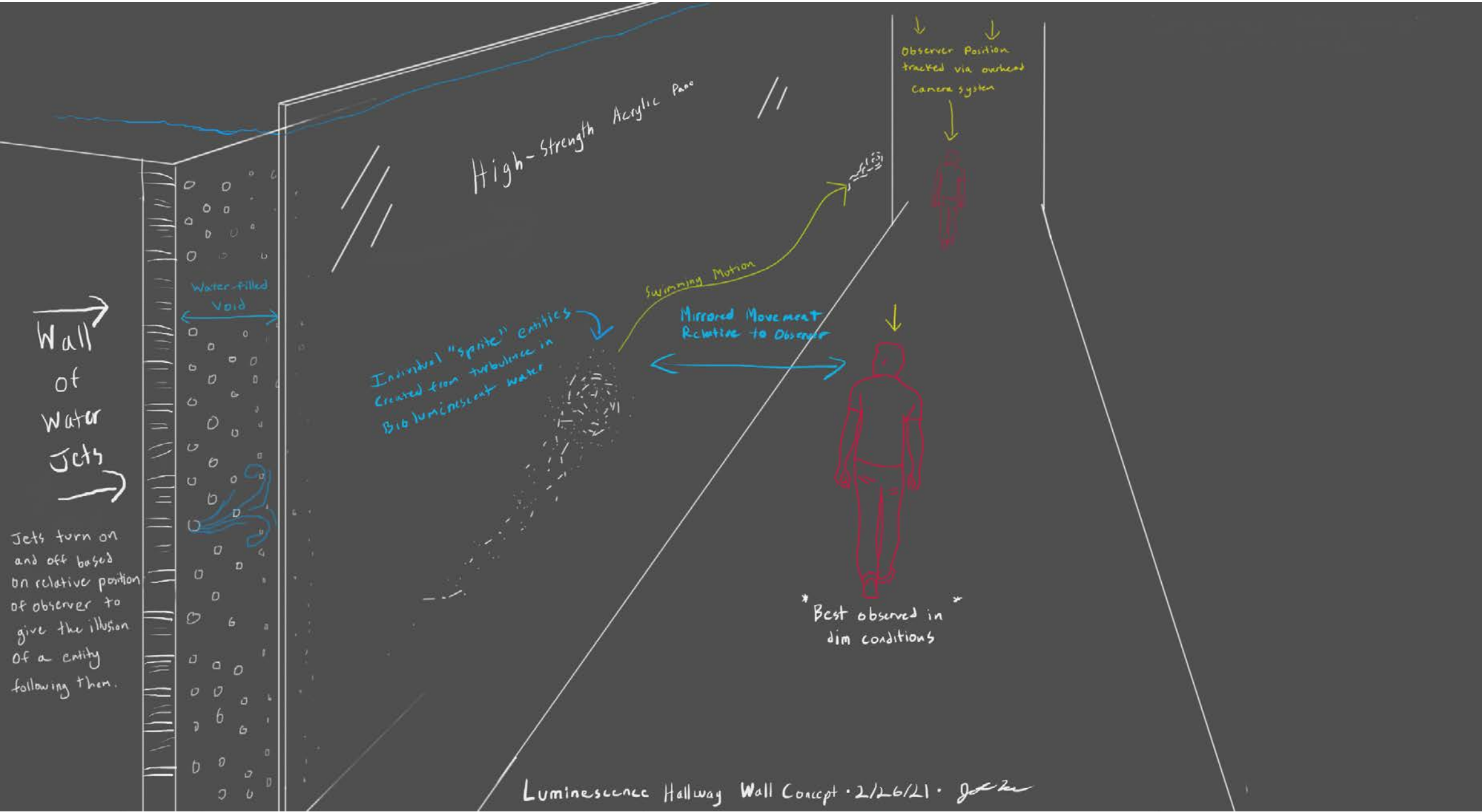
Floor

renderings



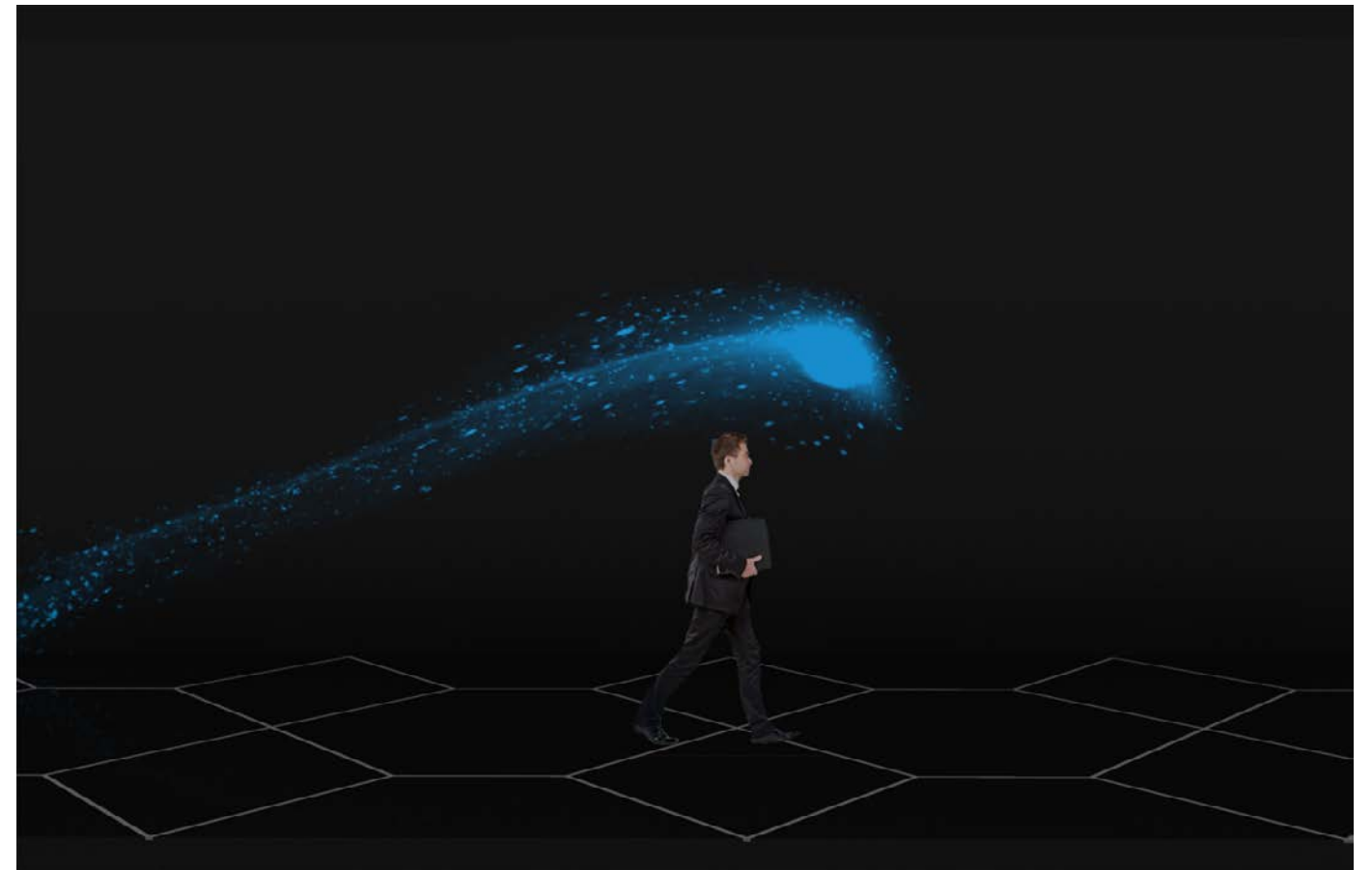
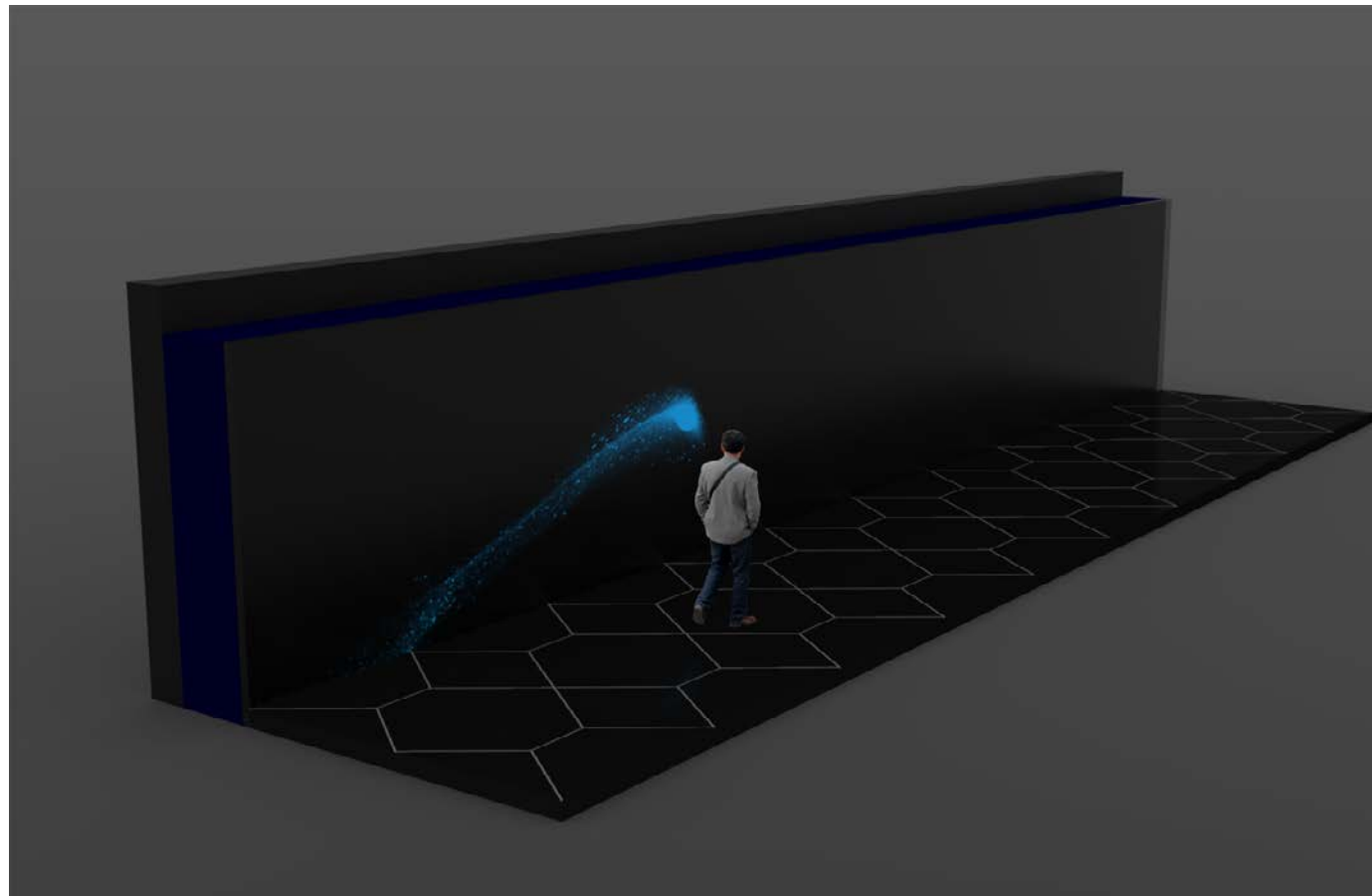
Wall

laying out the idea



Wall

renderings

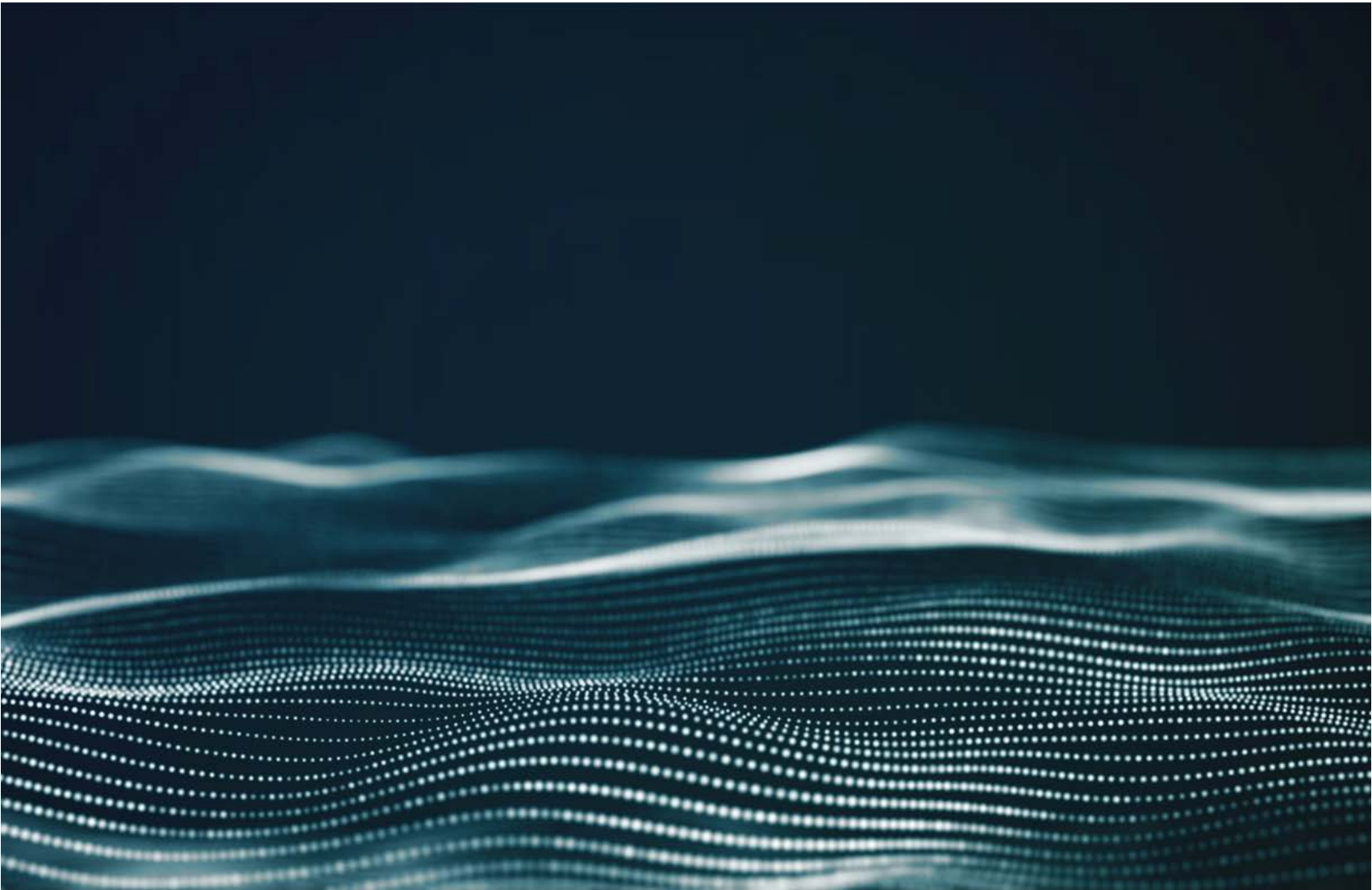


Concept

sound reactive features

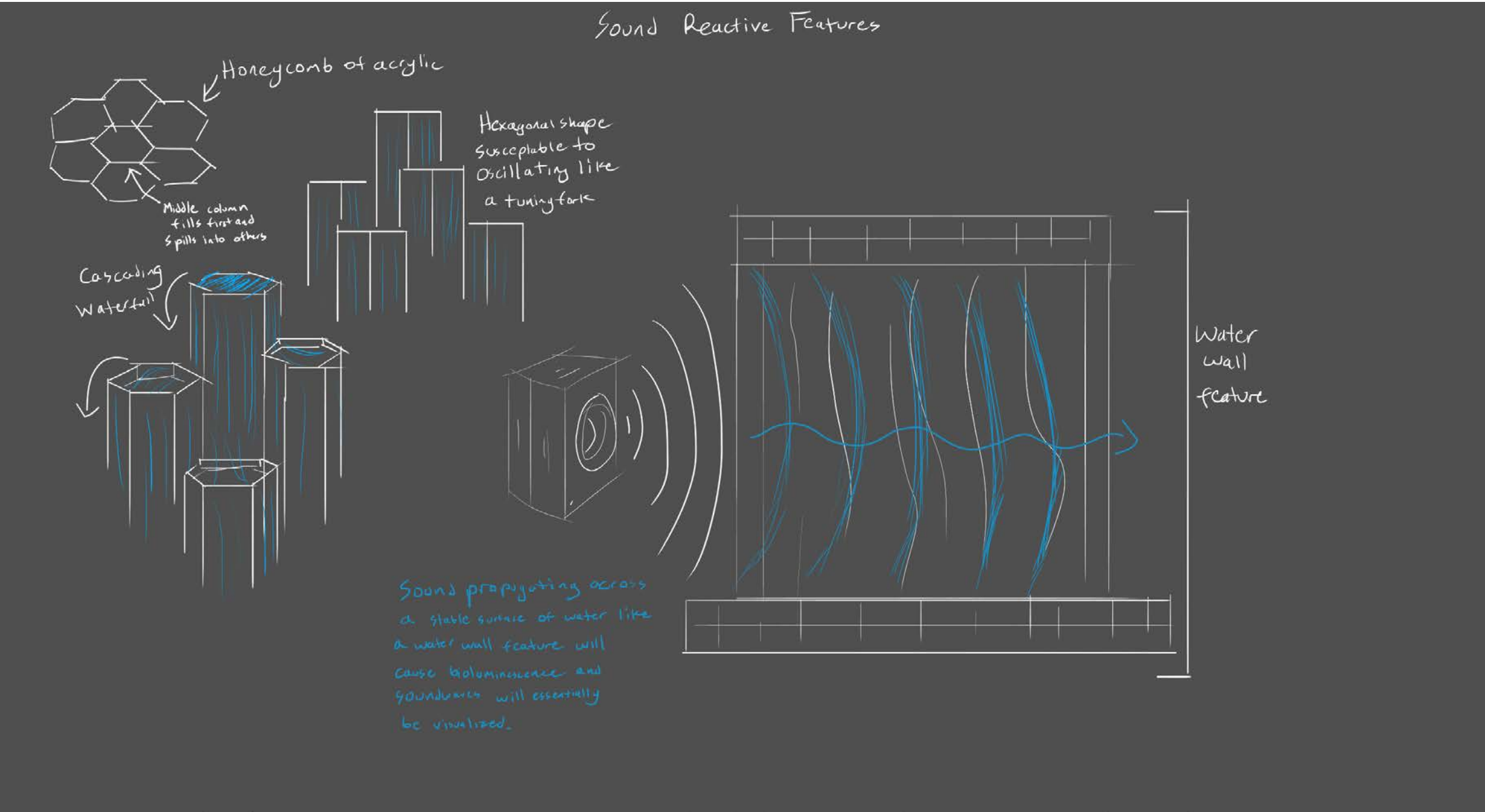
Why use sound?

Soundwaves travel even better through water than they do air. If loud enough sound travels through a liquid filled with bioluminescent dinoflagelletes, the sound itself will cause them to glow. This means the concept would be well adapted to musical spaces such as concert halls or nightclubs where lighting is low. Luminescence would allow for a whole new experience where the audience can actually see the music.



Sound

laying out the idea



Sound

renderings

