



SKETCH RENDER OF OF A WEARABLE TECHNOLOGY CONCEPT- Callouts removed

FOR MORE SKETCHES →





Lower Panel Cover = A

Panel 2= A2

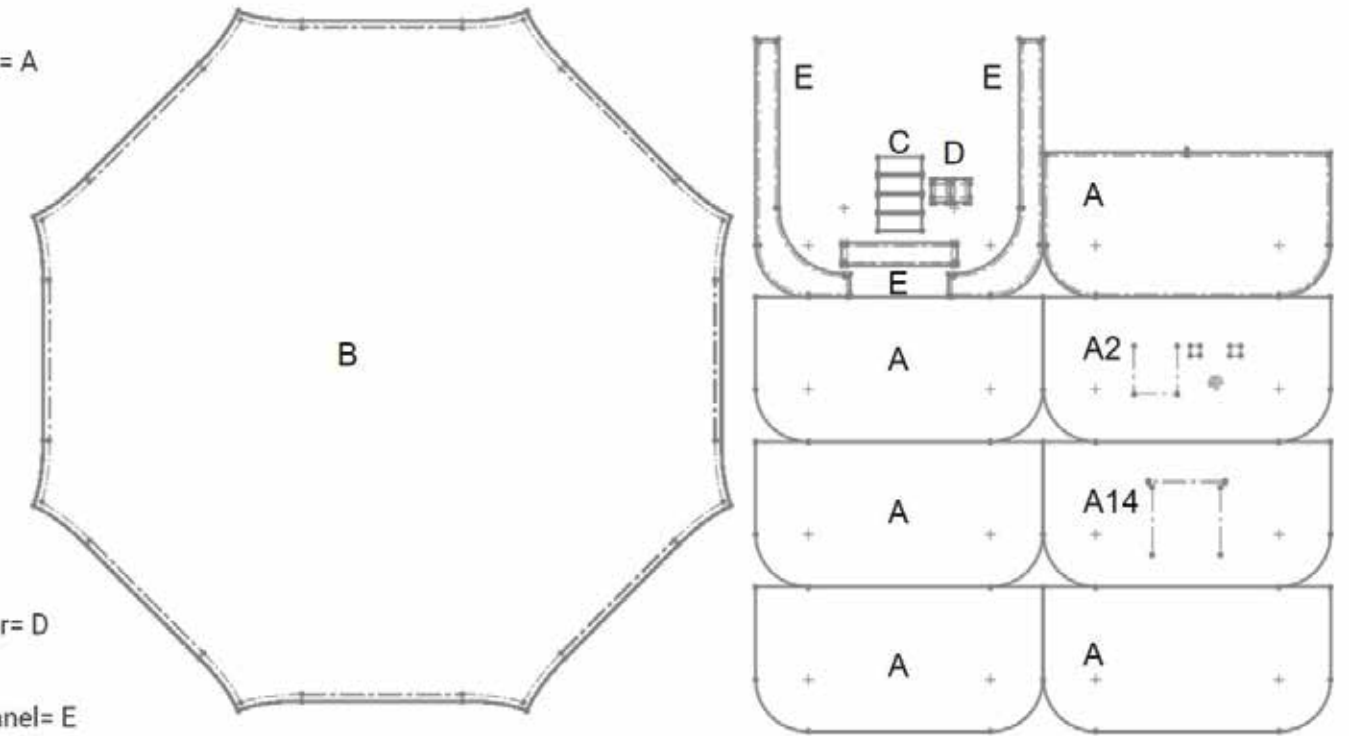
Panel 14=A14

Base= B

Stake Loop= C

Elastic Band Anchor= D

Side Door Lower Panel= E

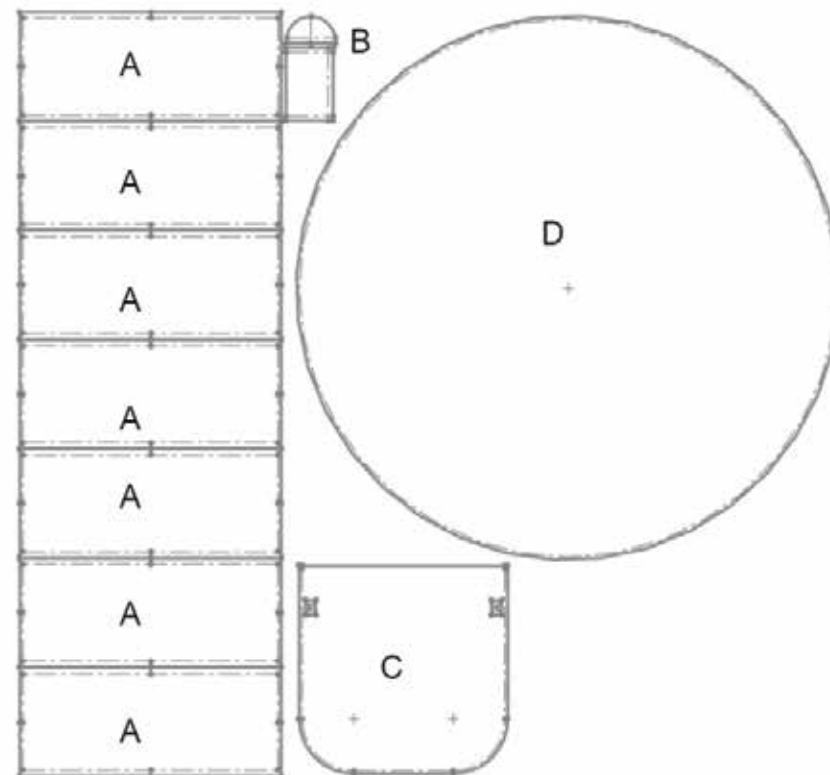


Window Mesh x7 = A

Bottle Pouch= B

Side Door= C

Top Door= D



Upper Panel Cover x7 = A

Upper Panel Cover Logo= A2

Top Face Cover= B

Pouch Lid= C

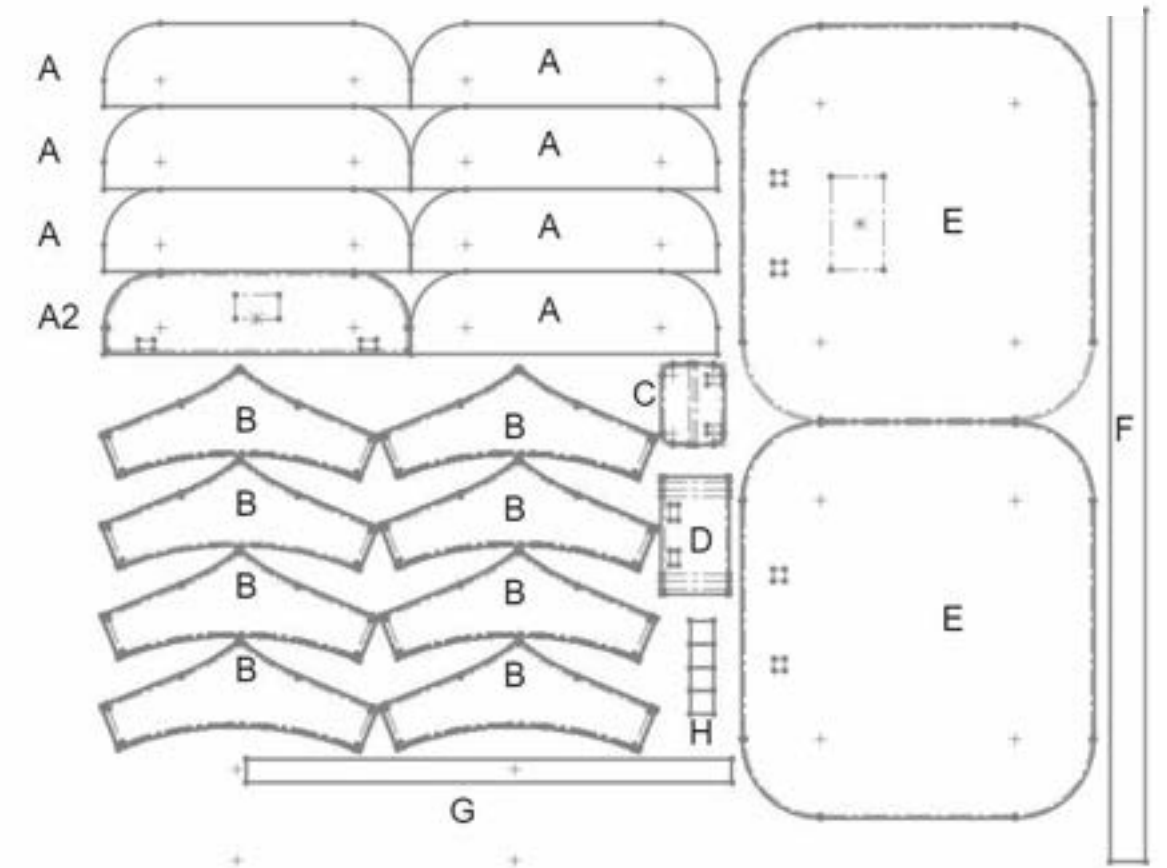
Pouch Body= D

Carrying Case Cover=E

Carrying Case Spine=F

Zipper Strap=G

Handle Anchors=H



TACT

SENSOR SYSTEMS

Neurotact aims to stop athletes from playing when they're at an increased risk of receiving head trauma. By utilizing state of the art motion sensors, Neurotact will provide live updates on how much potential head trauma the player is receiving to the coach. Using accurate, real-time updates on their players conditions, coaches can pull players out once they are at risk of receiving compounding head trauma. It's worth noting that Neurotact separates itself from the competition by being a simple chin cup and not a full helmet. Neurotact can be outfitted onto any football helmet for only a fraction of the cost of its competitors.





PHX

JOSH CHANG
BACKPACKING BOOT



FULL ANKLE SUPPORT

BREATHABLE MESH

WATERPROOF BASE

HEEL SUPPORT

MAXIMIZE GRIPPING



Ceiling mounted audio input and output devices, allow for remote and digital communication.

Can utilize position for Lidar mapping of room for further Hybrid reality opportunity.

Telecommunications robots allows for remote students and guest to join the room, with audio and visual connection, and limited movement control.

Waste/ Recycling bins are treated as a last resort in a classroom built to consider circular economy

3D printing is easier than ever before and allow the students to create and prototype with ease.

A recyclebot allow studnets to experiment with resue of various wastes to experiment with composites in additvte manufacturing

A post pandemic classroom is prepare for hygiene with access to PPE, santiation and a level of social distancing opportunites, mith modular furniture

AR glasses are available for certain parts of the daily lesson, with an opportunity to use these devices in nature or in designated interaction zones around the class room.

A Univeral Learning Device should be available to every student, providing a virtual connection to the greater online curriculum and AI interaction.

Visual AR compatible Projector allows the majority of the wall to be a responsive multimedia interface.

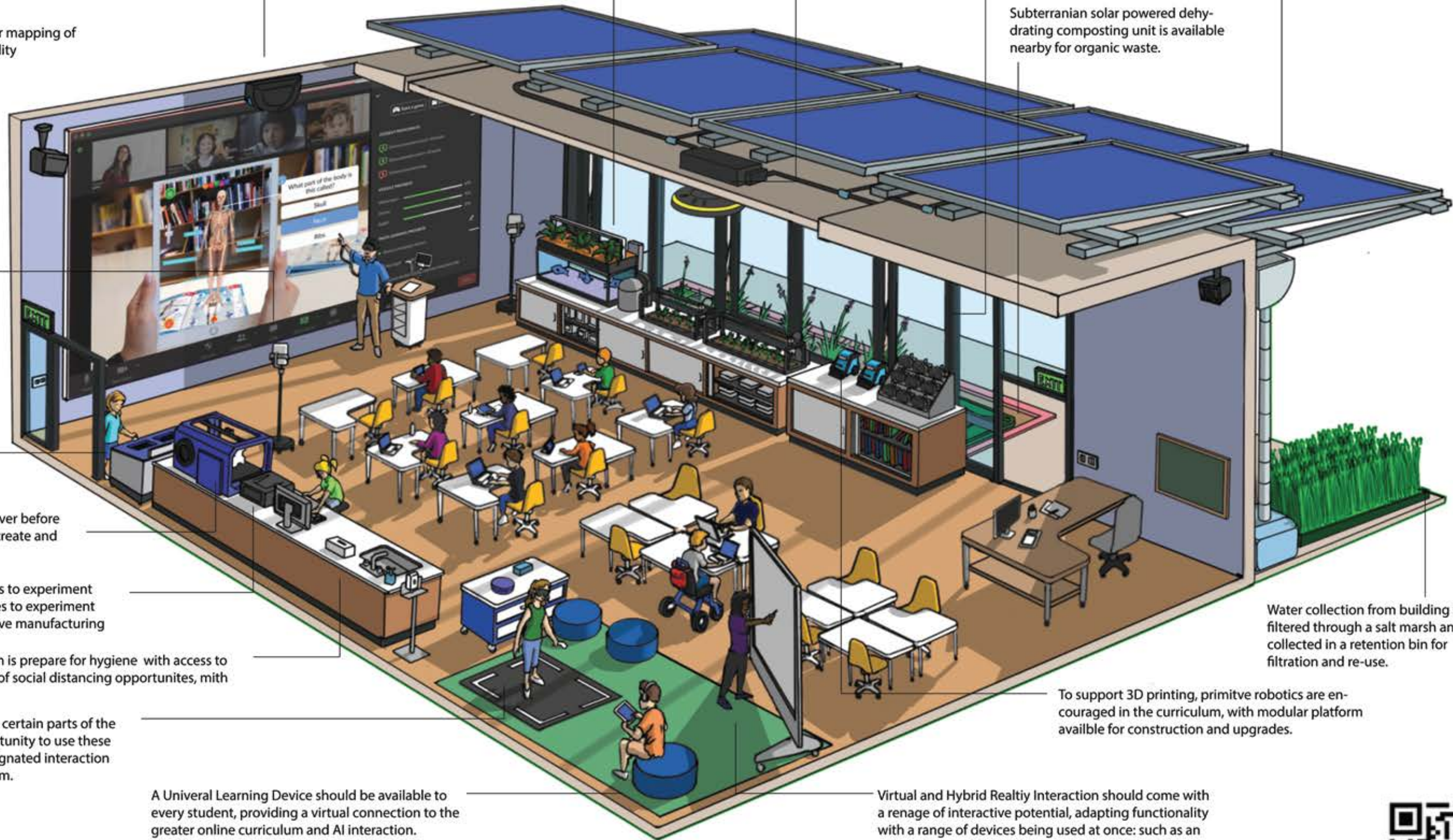
Aquaponics system supports class garden, expressing biological side of classroom circular economy.

All devices are charged via proximity charging, connected to a ceiling mounted emitter.

Autotomously controlled insulATED window panels and smart shader technology in the window panes

Energy independent space utilizing solar power

Subterranean solar powered dehydrating composting unit is available nearby for organic waste.

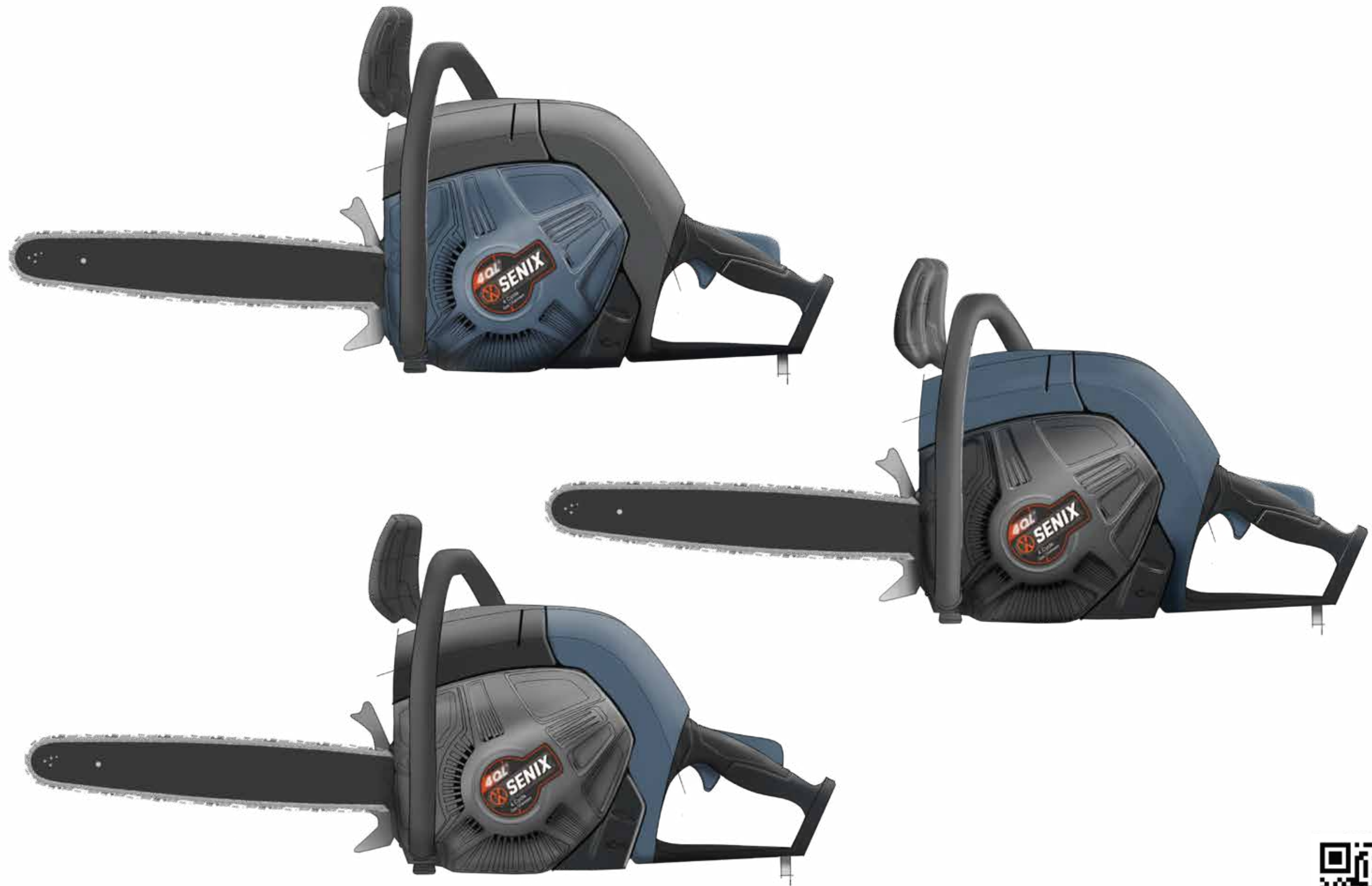


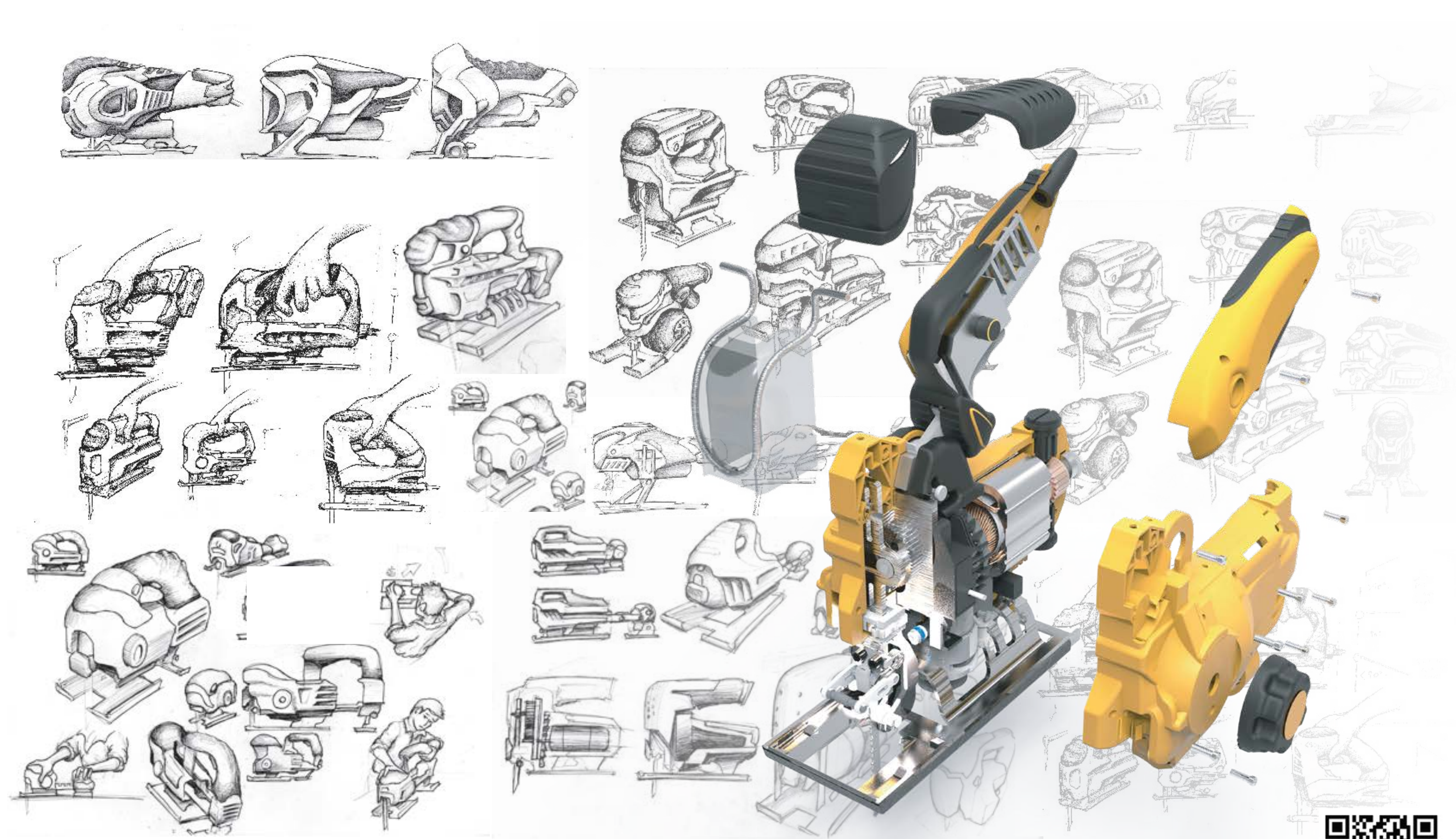
Water collection from building is filtered through a salt marsh and collected in a retention bin for filtration and re-use.

To support 3D printing, primitive robotics are encouraged in the curriculum, with modular platform available for construction and upgrades.

Virtual and Hybrid Realtiy Interaction should come with a renage of interactive potential, adapting functionality with a range of devices being used at once: such as an AR headset, a smart board and tablet all used at once.



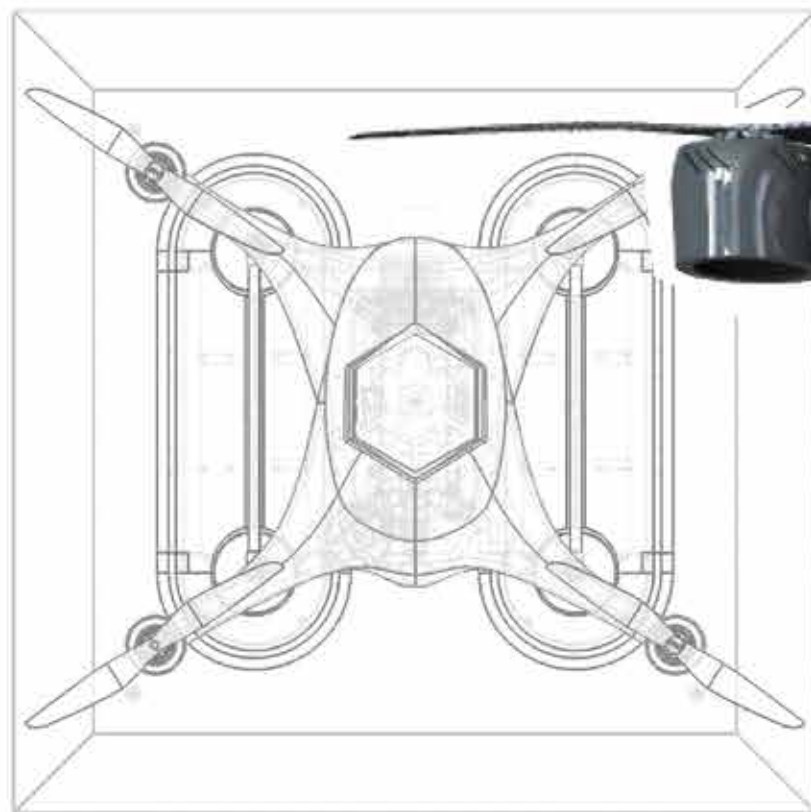
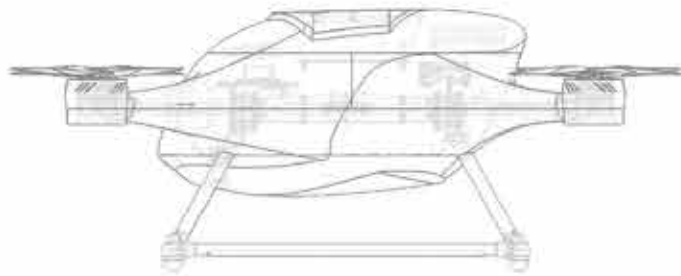
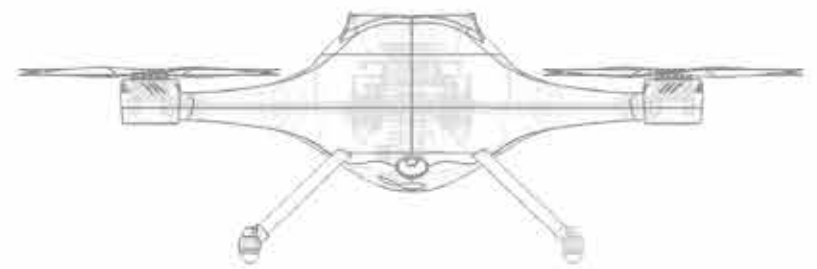




EXPLODED VIEW AND SKETCHPAGE FOR ASSEMBLY PLAN

FOR COMPLETE PROJECT →

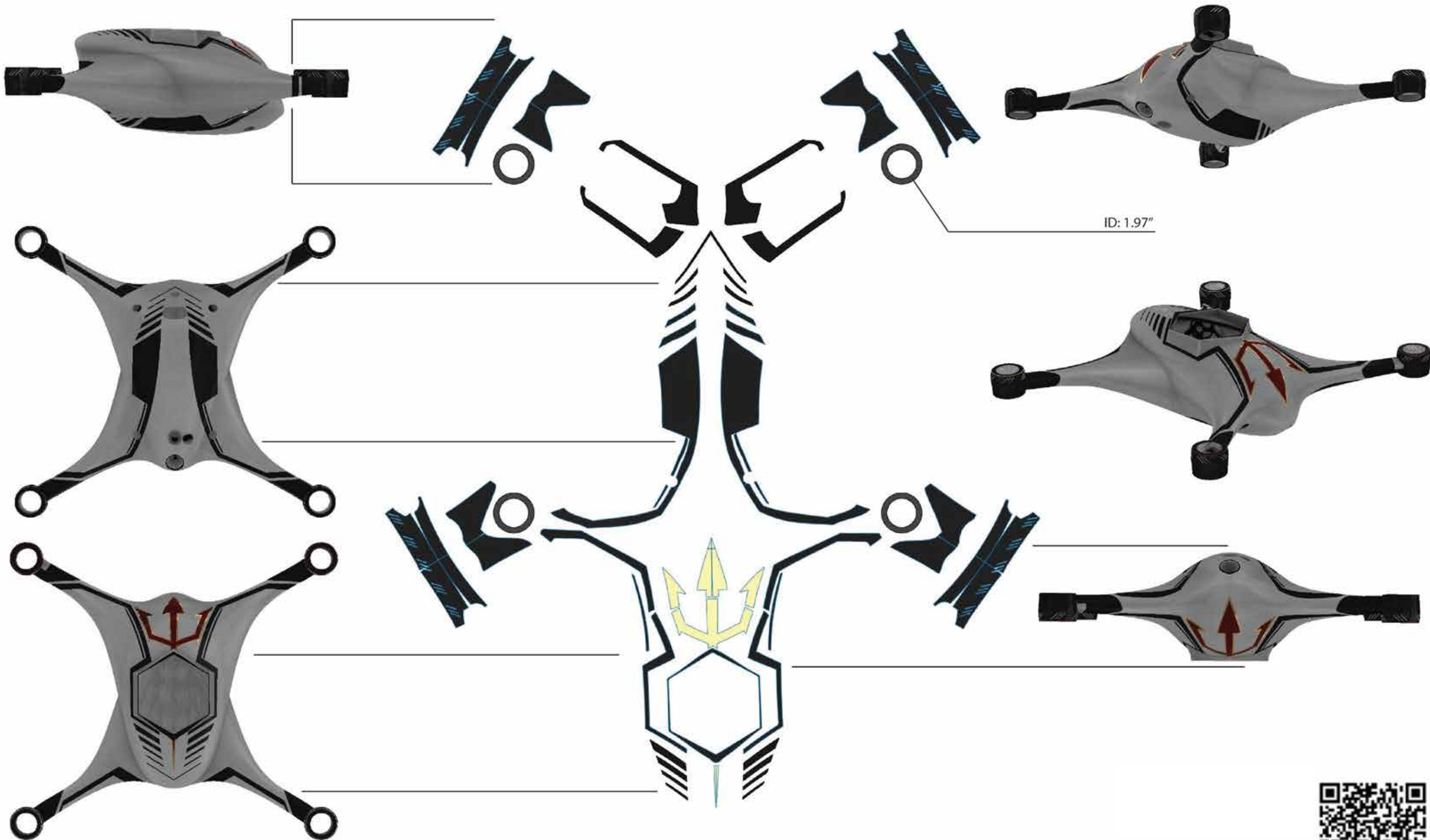


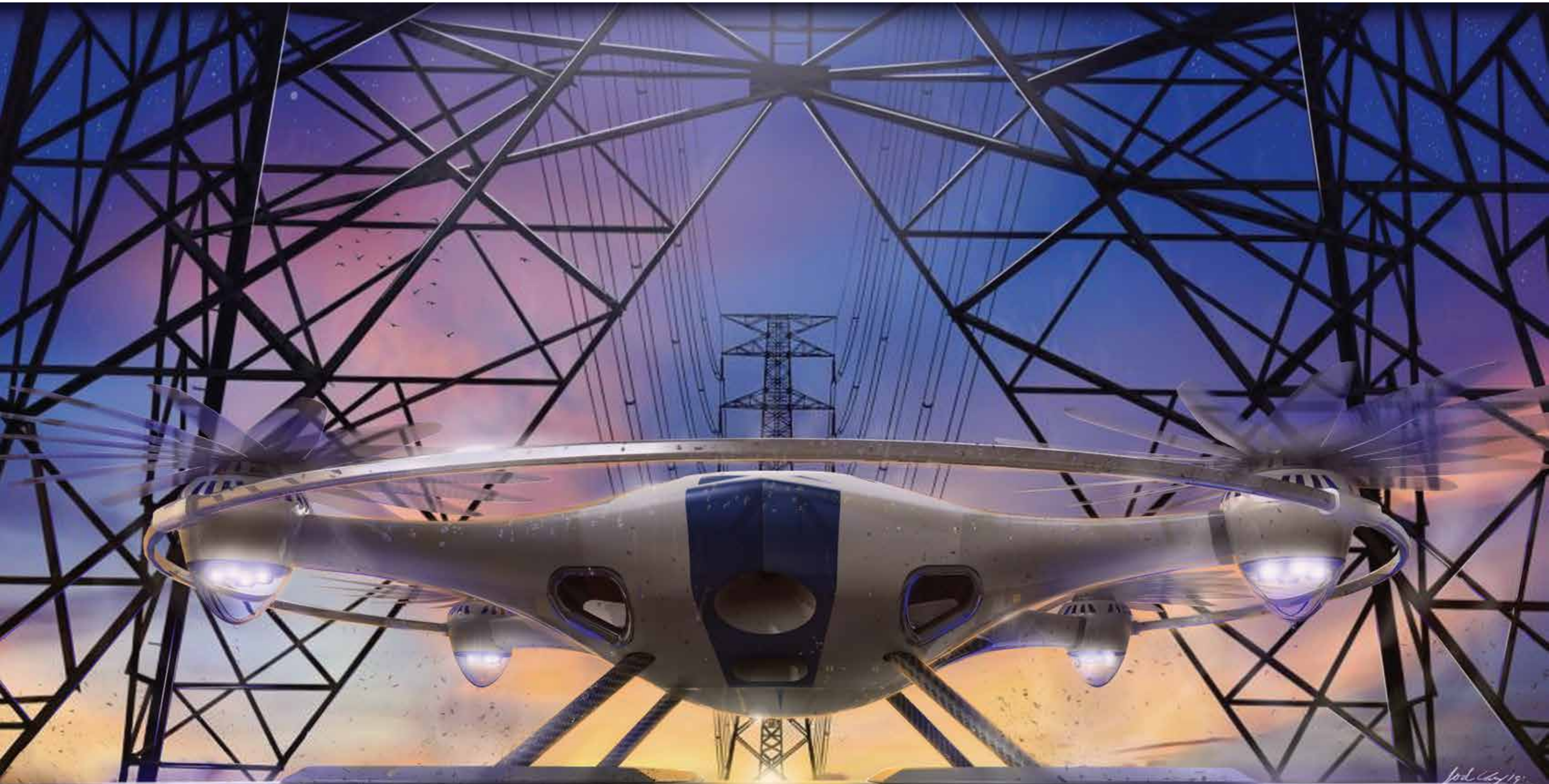


LEAD DESIGNER OF AUTONOMOUS UAV DEVELOPMENT PROGRAM

FOR COMPLETE PROJECT →







Andrey 19

SKY
CROW



HIGH RESOLUTION CAD RENDER

FOR MORE RENDERS →

