



HMD Design Development for SpatiaLight

Industrial Design Development

Project Objective

To create form language and look & feel based on the result of Design Research and Strategy. This document will identify usability and propose innovated solutions by 'Brainstorming' session. Ideation sketch and refinement will be pursued based on Design Strategy & Brainstorming phases.

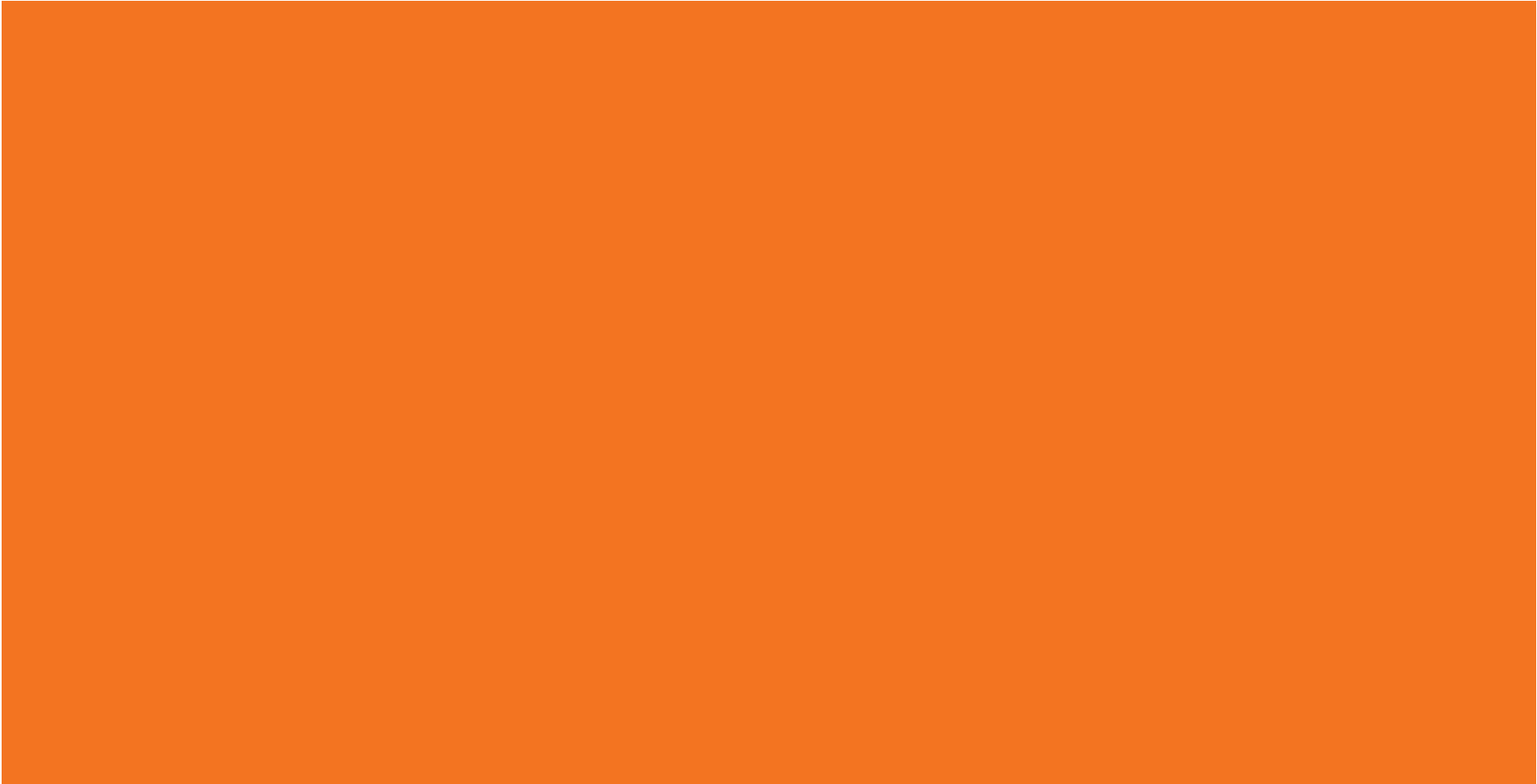
This document will include

Brainstorming

Concept Sketch

Concept Refinement Rendering

3D Rendering



Brainstorming

Brainstorming

We identified usability problems and possible improvement features based on interview with gamers.

Following brainstorming ideations is illustration of pure concept idea. No styling nor CMF were involved in this study.

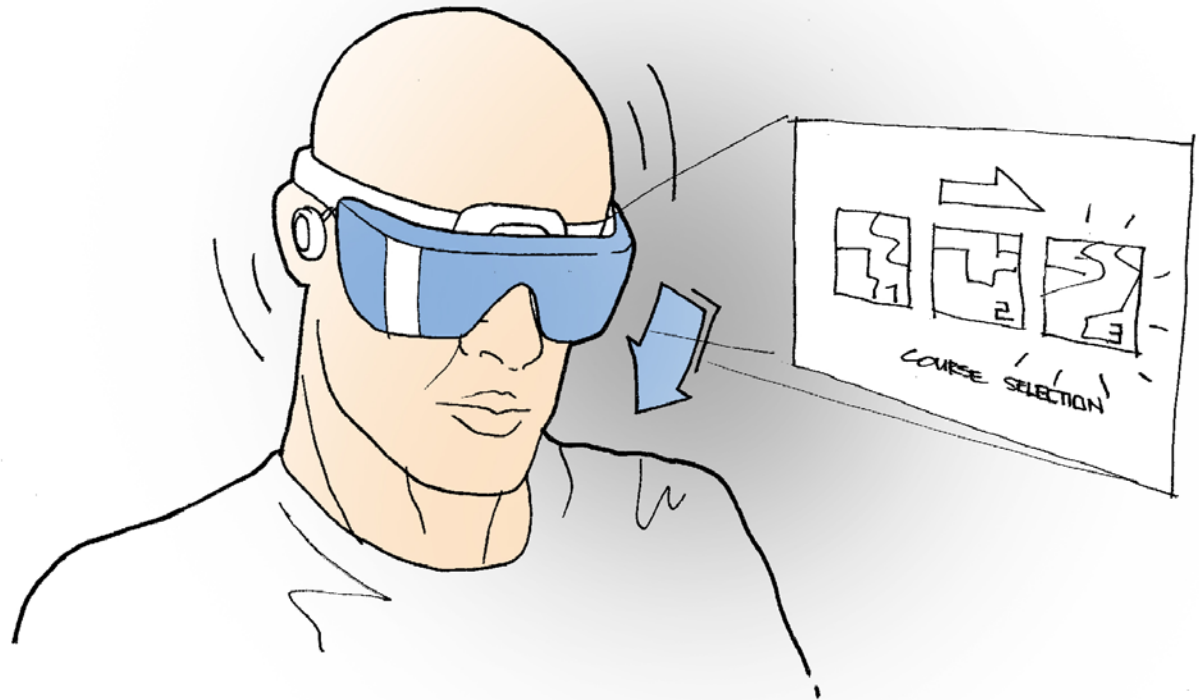
Headset True VR

Imbedded motion sensor provides true VR for 3D games.



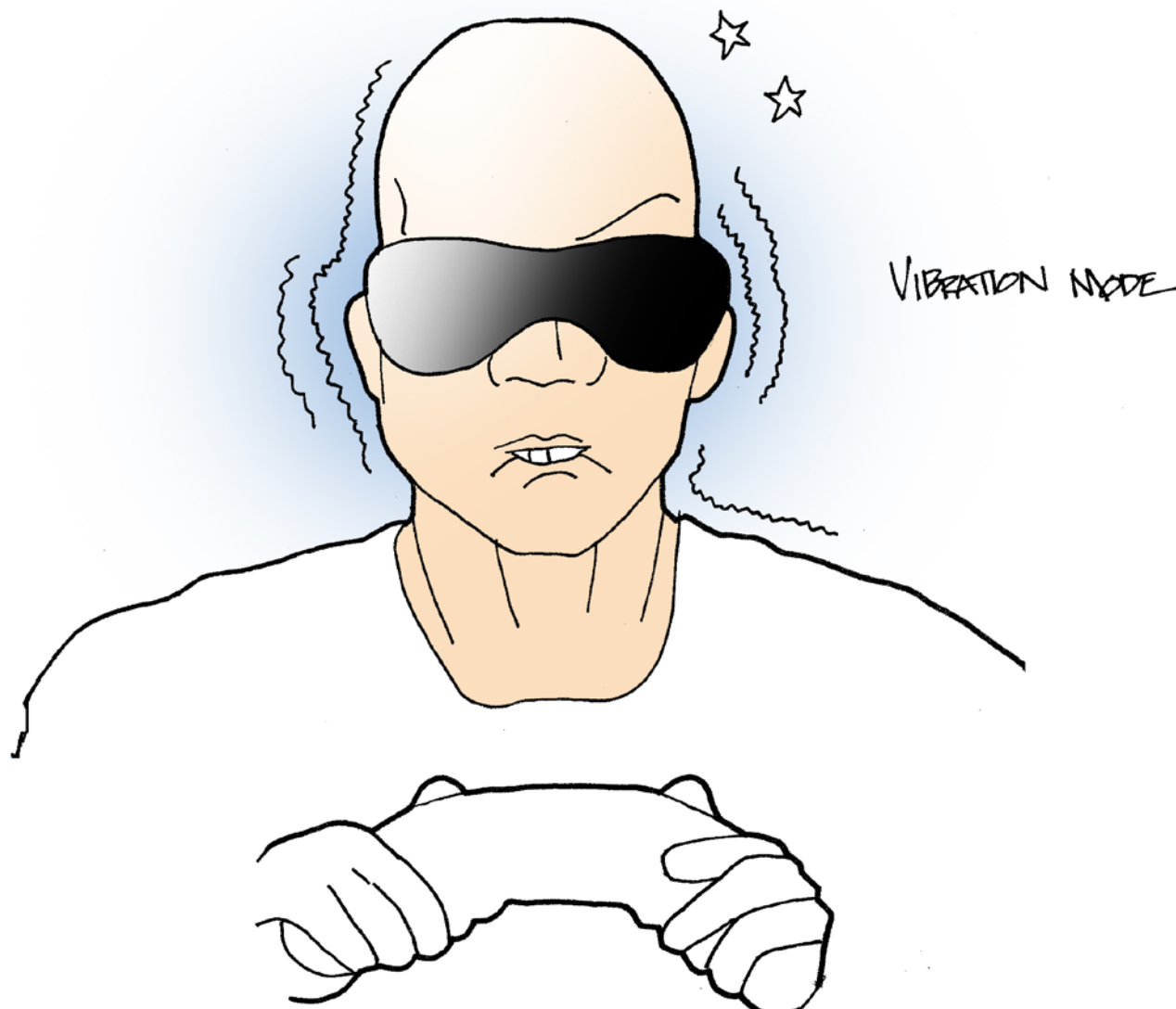
Headset Sensor Key

Selecting and choosing menus by simply shaking and leaning your head to sides.



Headset Vibration

Imbedded vibration give you instant feed back for better excitement!

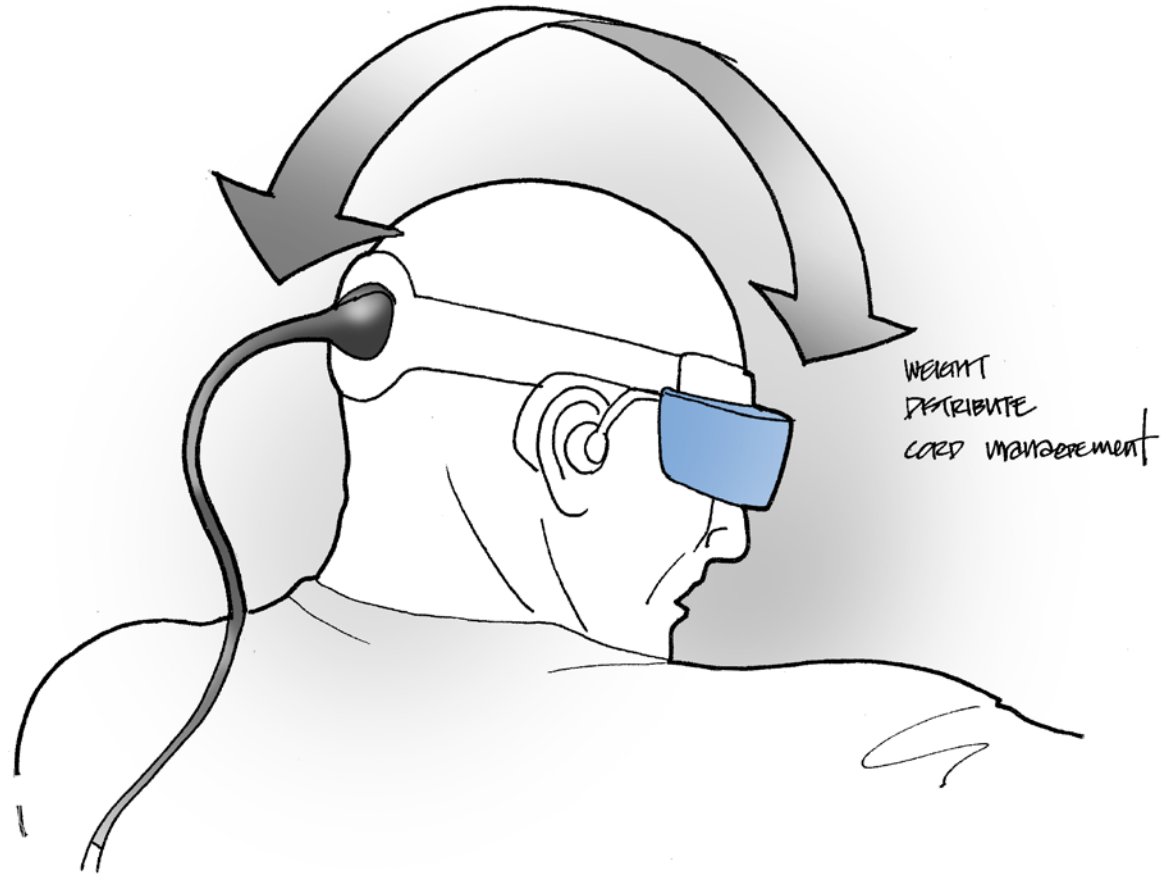


Headset Balance

It is critical to keep the weight balance for headset. Most of HMD on market have weight force toward to the front.

The cord located opposite side of forehead keep the weight balance.

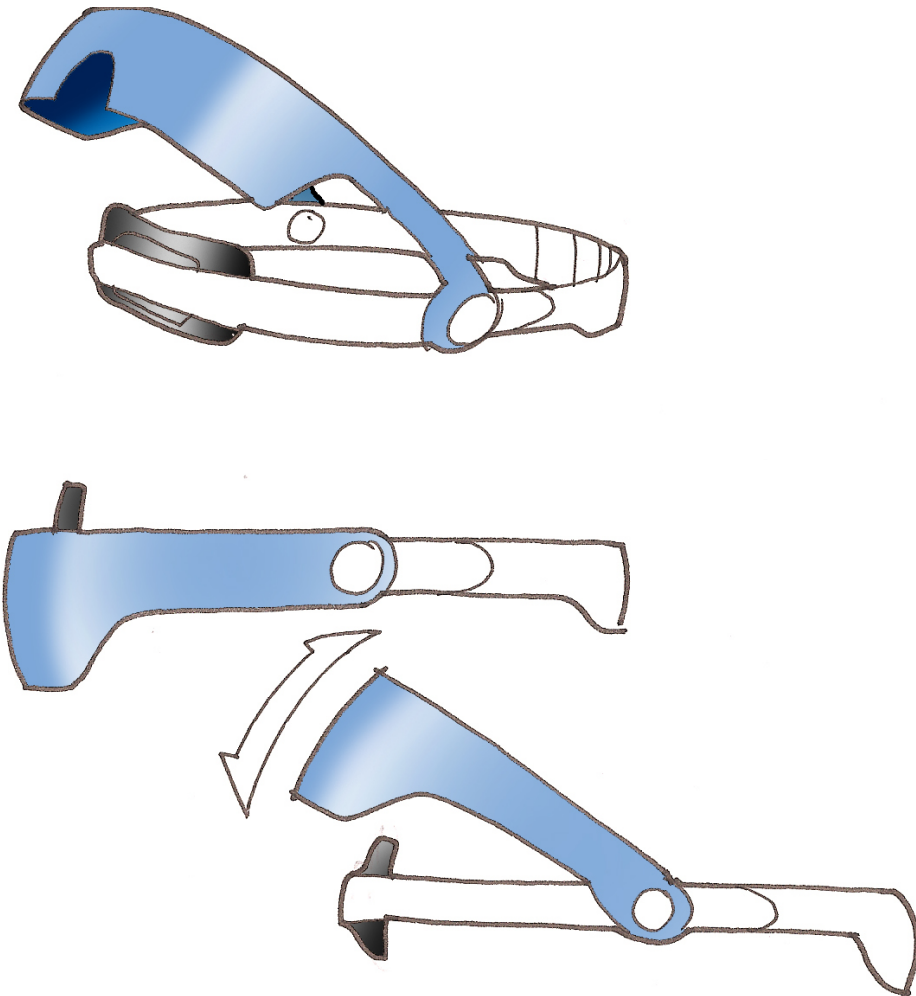
This configuration look similar to scenario from 'Matrix' movie



Headset Swing

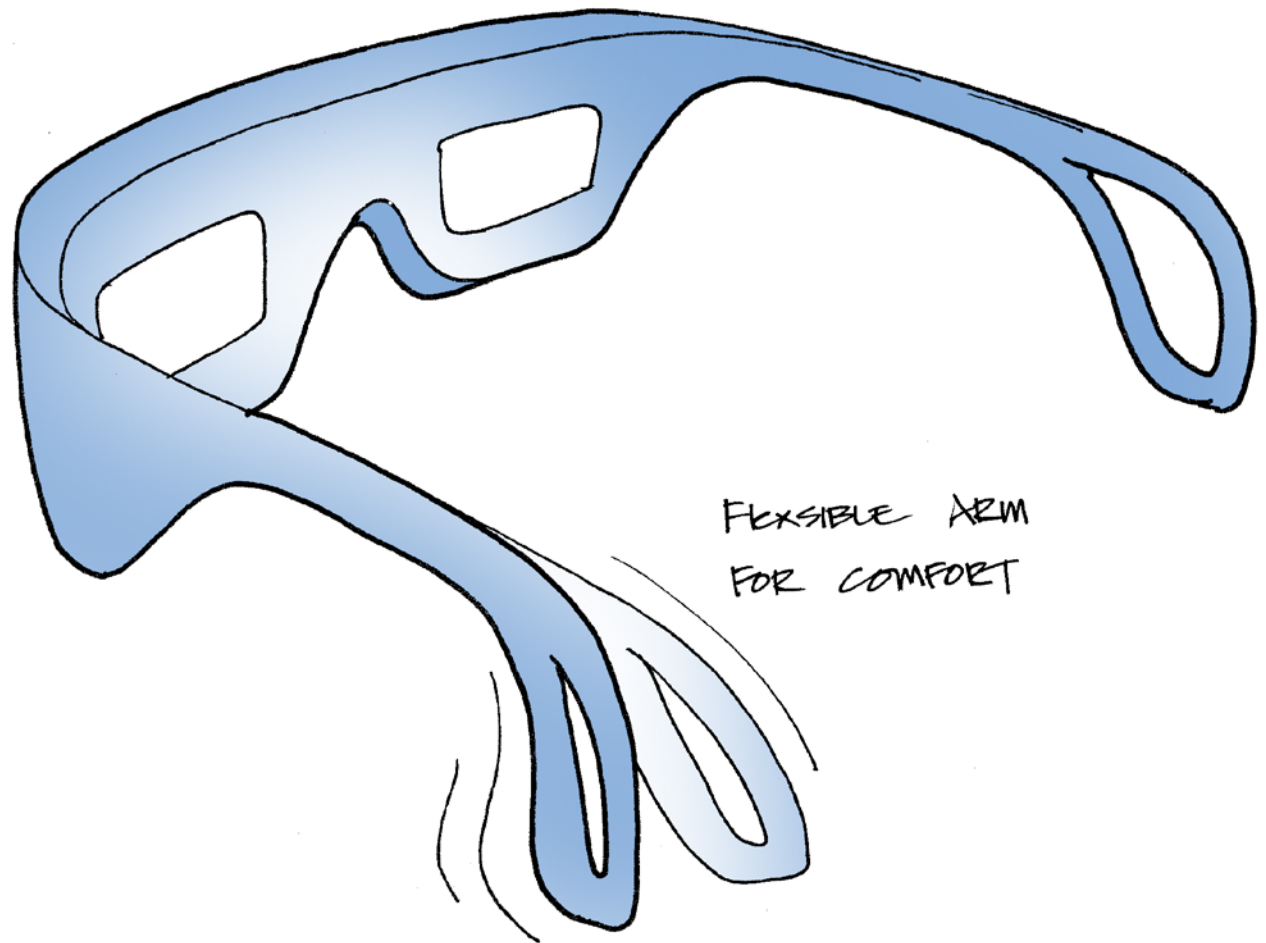
Other glasses type HMD on market has position securing problem, and strapped goggle type is hard to take off while gaming.

Combination of goggle & glasse type provides secure position and easiness to take off.



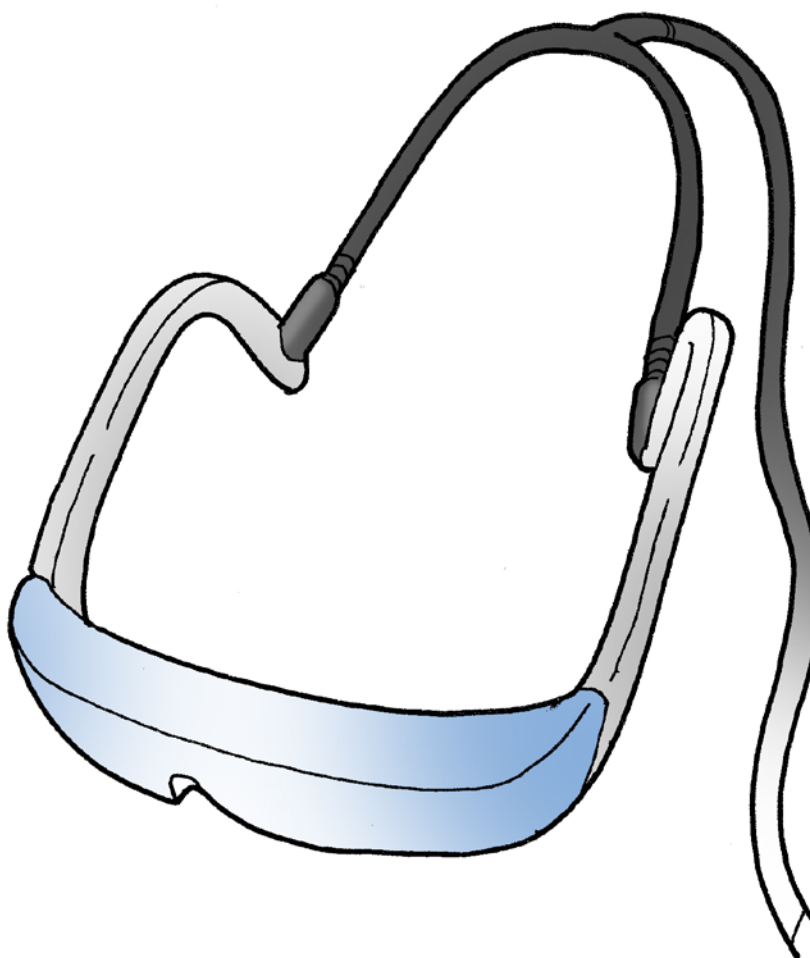
Headset Flexible

Using flexible rubber plastic goggle arm provides comfort fitting.



Headset Leash

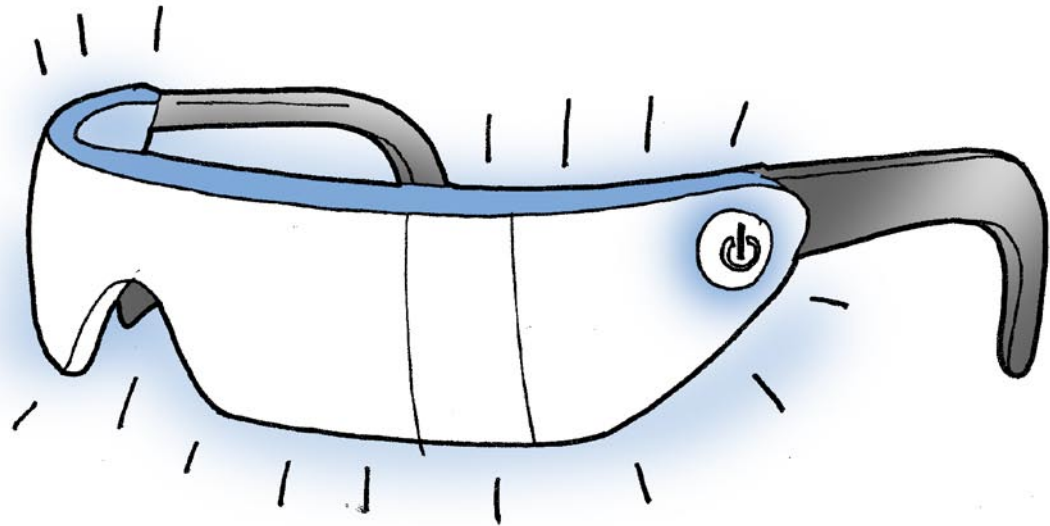
Use cord as eyeglasses leash. It maybe hanging on your neck for a short period time.



USE CORD AS
'EYEGGLASSES LEASH'

Wow Illumination

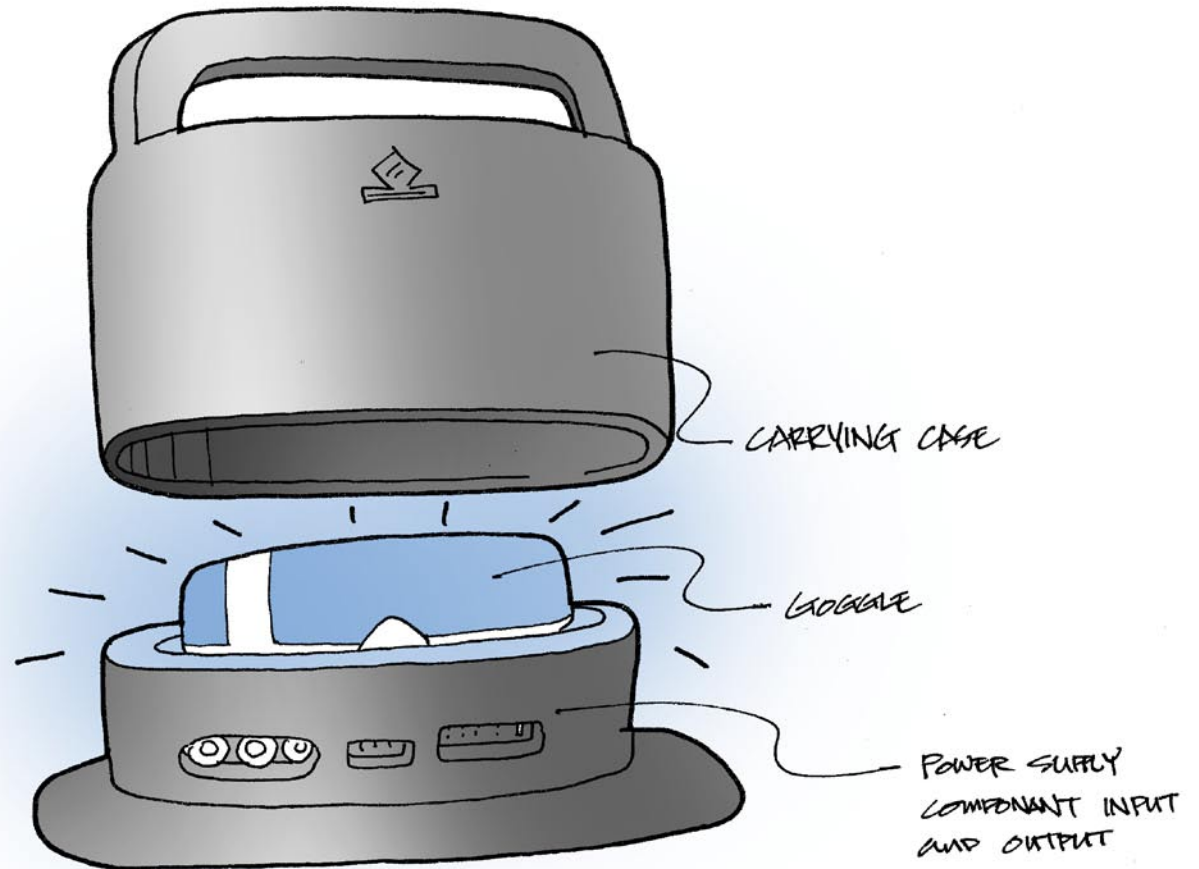
Push start button shows bright
LED light creating 'Wow' factor



Wow Carrying Case

Blue LED light will be on when you open the case. It is part of opening ceremony to impress game players.

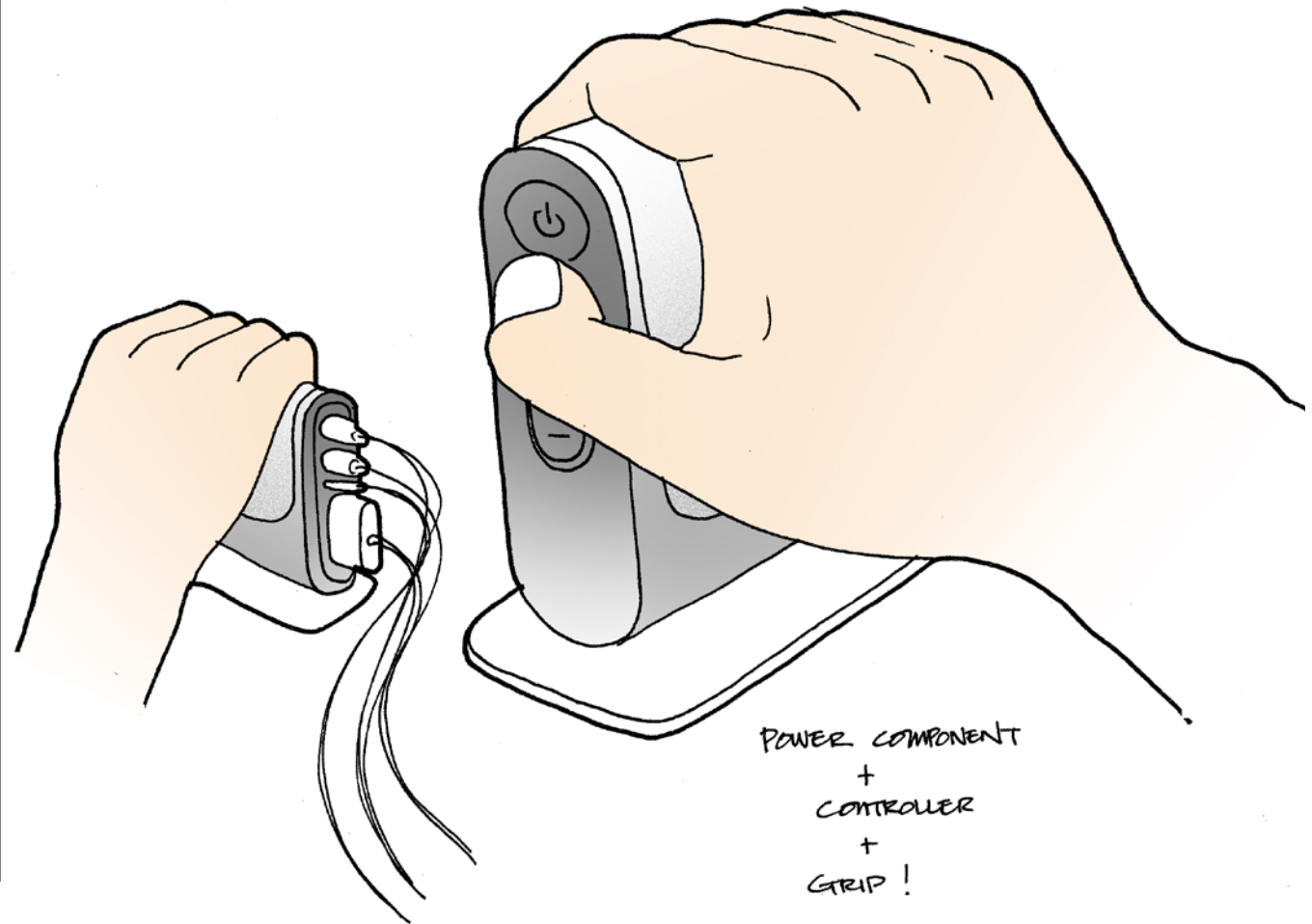
From the top to bottom is; carrying case, headset and power unit.



Power set Handle

Power supply box can be convert into a lot of different shapes.

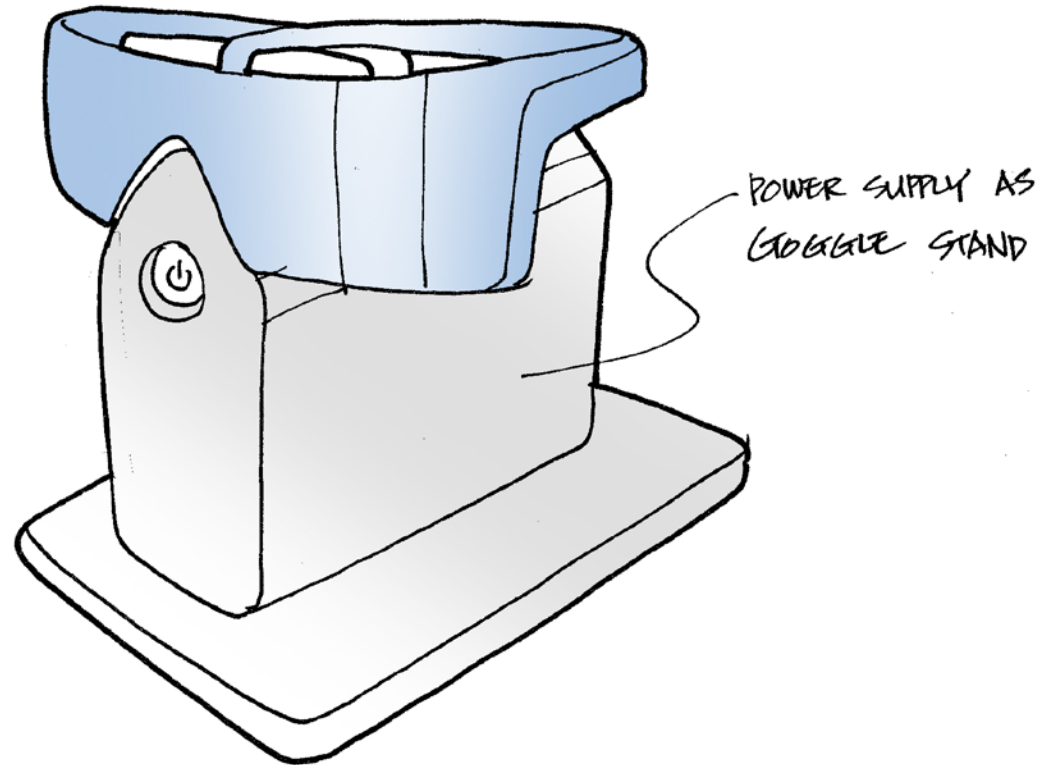
Power set + navigate controller + grip handle



Power set Stand

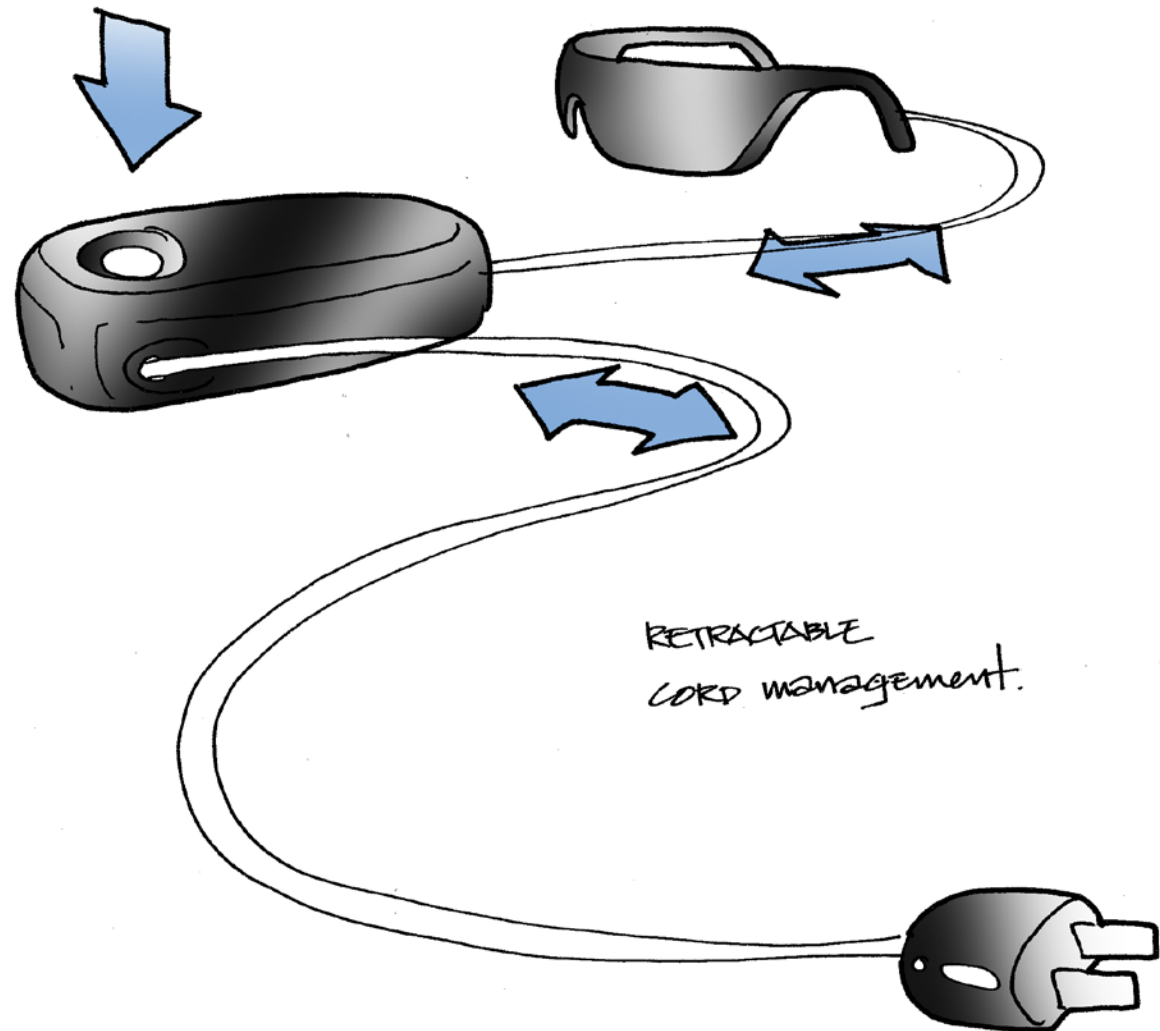
Power supply box can be convert into a lot of different shapes.

Power supply box also can be used as headset stand.



Power set Cord

It is always hassle to deal with managing massive cords.
Retractable cord management simplifies its usability



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Thank you.