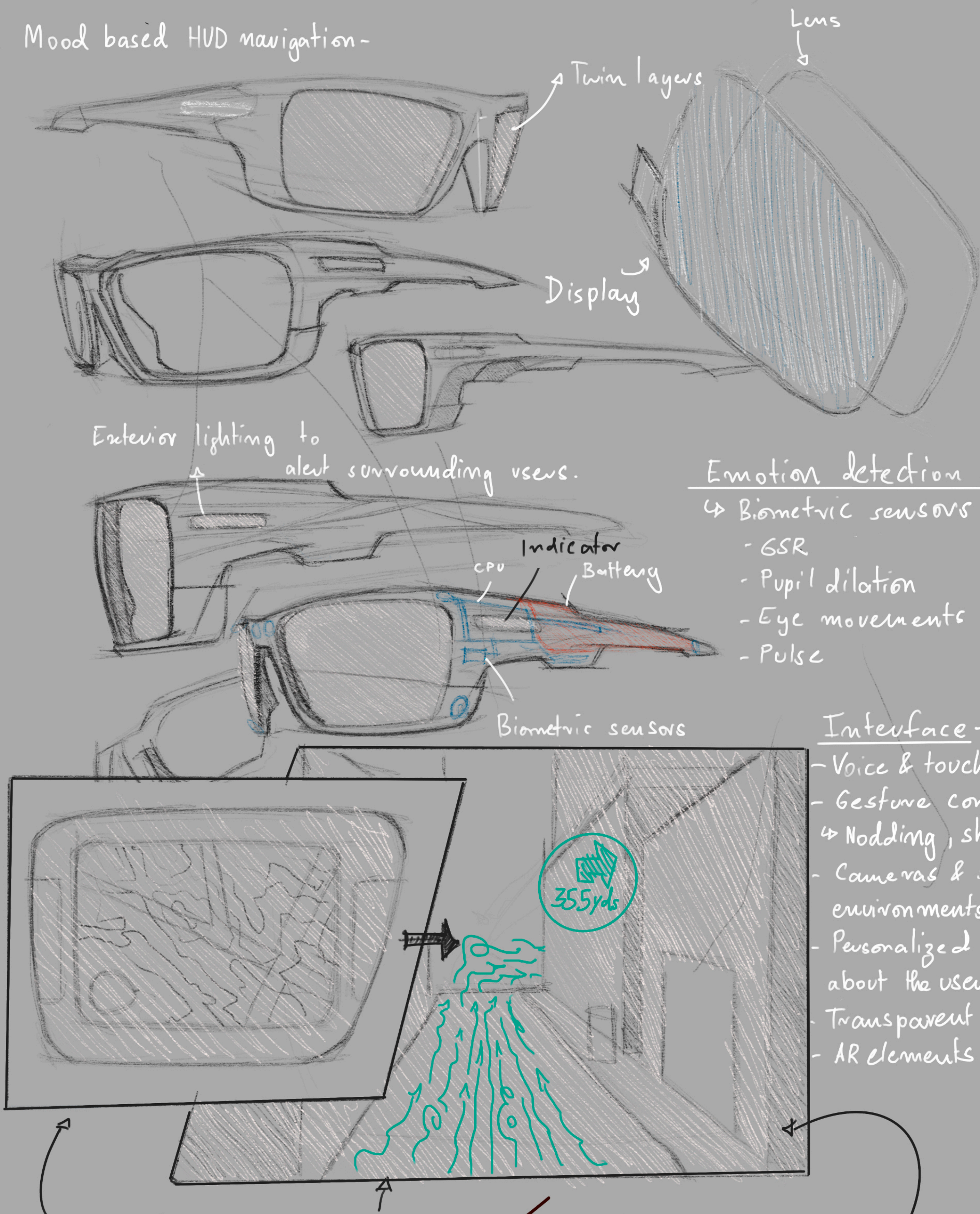


Mood based HUD navigation-



Emotion detection methods

↳ Biometric sensors

- GSR
- Pupil dilation
- Eye movements
- Pulse

Interface-

- Voice & touch
- Gesture controls-
 - ↳ Nodding, shaking, etc.
- Cameras & sensors to detect environments.
- Personalized mood insights about the user.
- Transparent overlay
- AR elements

1. Navigation home screen only available in safe areas.

2. Real time directions & mapping using AR.

INTERACTION -

- When stationary, the user can access the main map menu to pick destinations, browse locations or find new spots, modify moods, etc.
- The user can use a selection of voice, gesture & eye control to navigate through the interface.
- When active the interface doesn't allow the user to use full screen views of the interface for safety, instead they use voice & gesture controls

MOOD RESPONSIVE NAVIGATION ELEMENTS

- Animations, graphics and layouts change to fit the mood of the user. Animations can become slower or calmer with energy levels.