

FLOWER CLOCK

INTERFACE

O1 RESEARCH

O2 MIND MAPPING

O3 CONCEPT DEVELOPMENT

O4 BUILDING ON THE IDEA

O5 WIREFRAMING

RESEARCH

SUN, MOON, AND STARS

4000 BC and Earlier

prehistoric humans relied on natural phenomena to keep track of time. The most basic indicators were the cycles of day and night, the lunar phases, and the changing seasons



SUNDIALS

3500 BC – 1500 BC

Sundials are among the earliest known timekeeping instruments. A vertical object (gnomon) casts a shadow on a flat surface marked with intervals that correspond to hours of the day.



WATER CLOCKS

1500 BC – 1000 BC

The water clock was one of the first timekeeping devices that did not rely on the sun. In this system, water dripped from one container into another at a steady rate. Marks on the container or water basin indicated the passage of time.



HOURGLASS

400 BC

The hourglass used fine sand flowing between two connected bulbs. The sand passed from the top to the bottom at a consistent rate, allowing for measurement of time intervals.



CANDLE CLOCKS

9th Century

The candle clock was a simple timekeeping device where a candle was marked with intervals that indicated the passage of time as it burned. The candle's consistent burning rate allowed users to estimate time.



MECHANICAL CLOCKS

11th Century

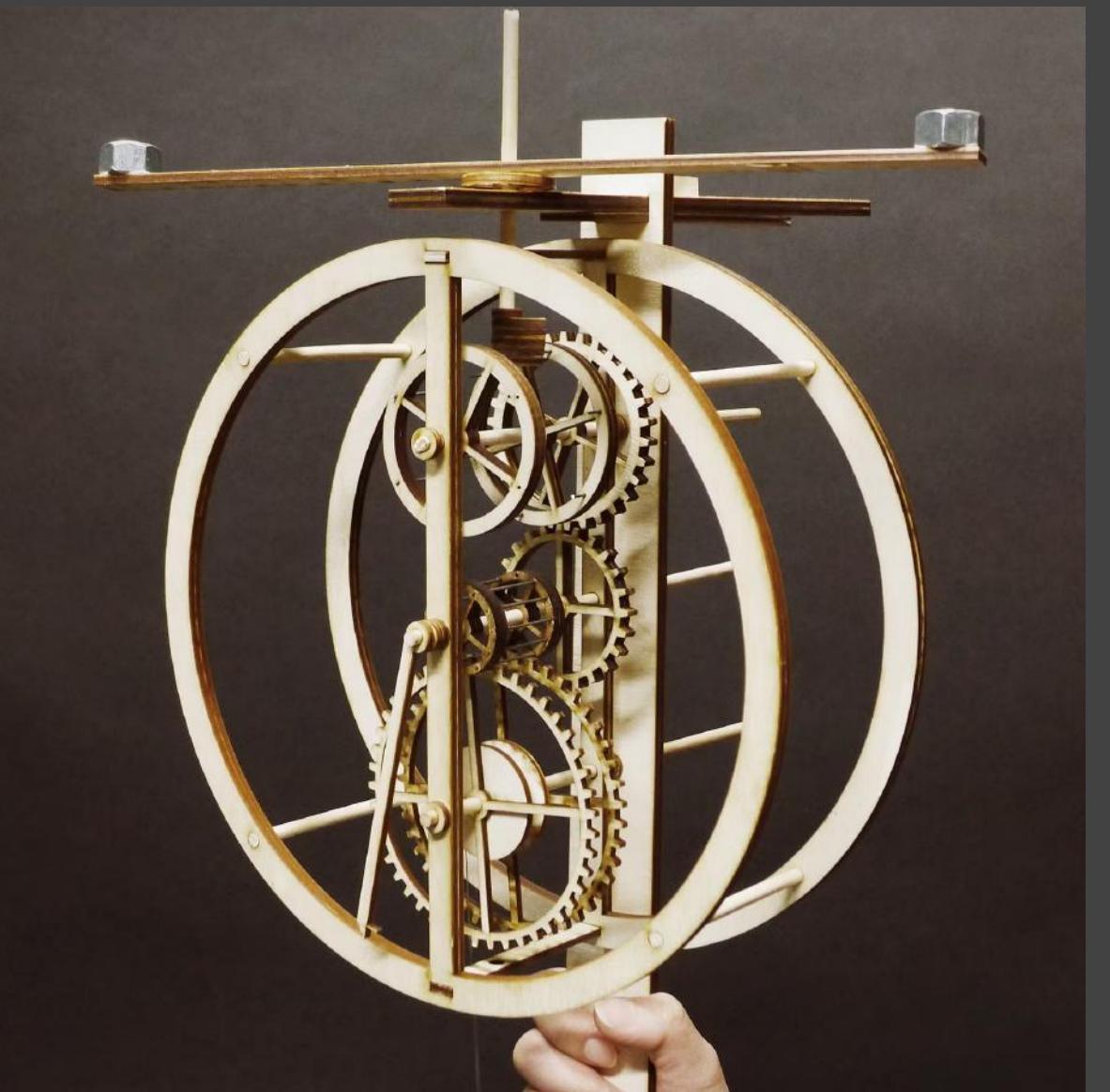
Mechanical clocks, which originated in China and later spread to Europe, used gears, weights, and an escapement mechanism to regulate time. These clocks were often found in public places such as church towers.



THE VERGE ESCAPEMENT

14th Century

The verge escapement mechanism allowed mechanical clocks to function more accurately. It regulated the movement of gears, providing more consistent timekeeping.



PENDULUM CLOCKS

17th Century

The invention of the pendulum clock by Christiaan Huygens in 1656 revolutionized timekeeping by vastly improving accuracy.

Pendulums oscillated at a regular rate, allowing clocks to maintain consistent timing.



MIND MAPPING

A visual breakdown of initial ideas, inspirations, and the conceptual foundation for the Flower Clock. The idea of using the interface and concepts of an hourglass and a candle clock to make a fresh interface.

This Mind map is a representation of everything that stuck with me during the research and how I represented it in my head in a very raw format. where I understood what information I had absorbed and how.

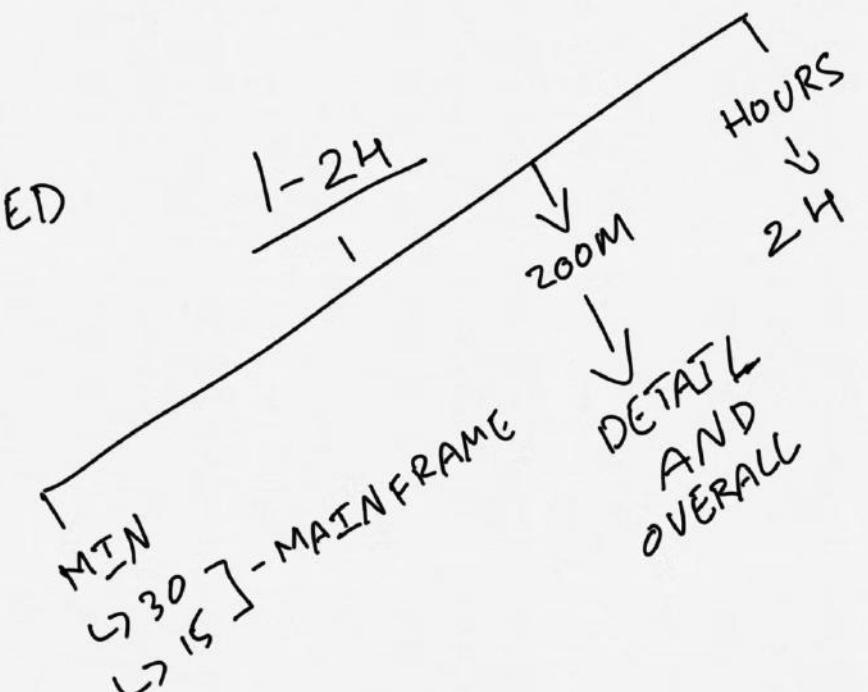
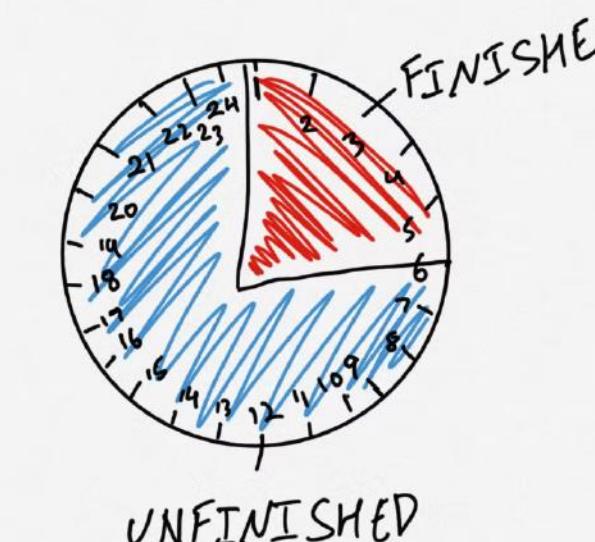
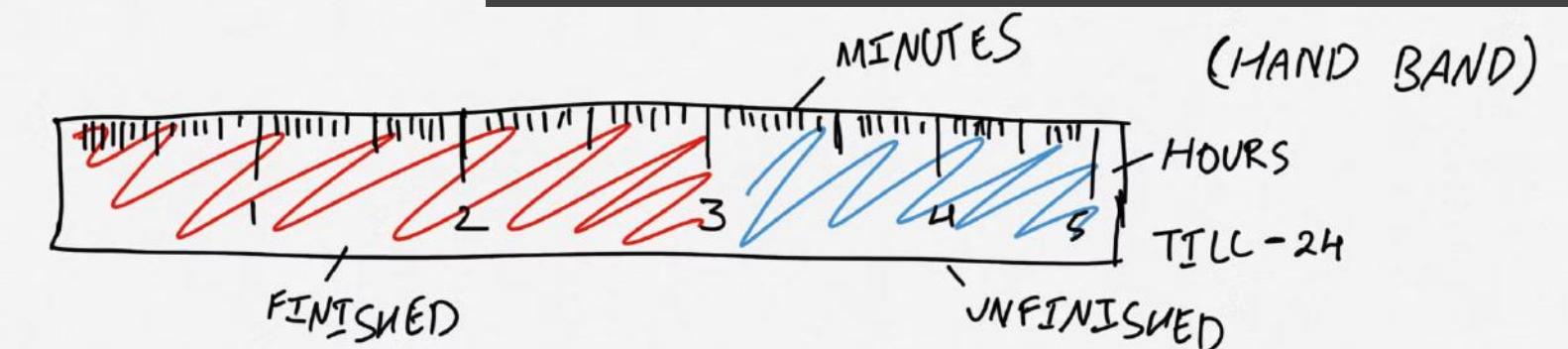
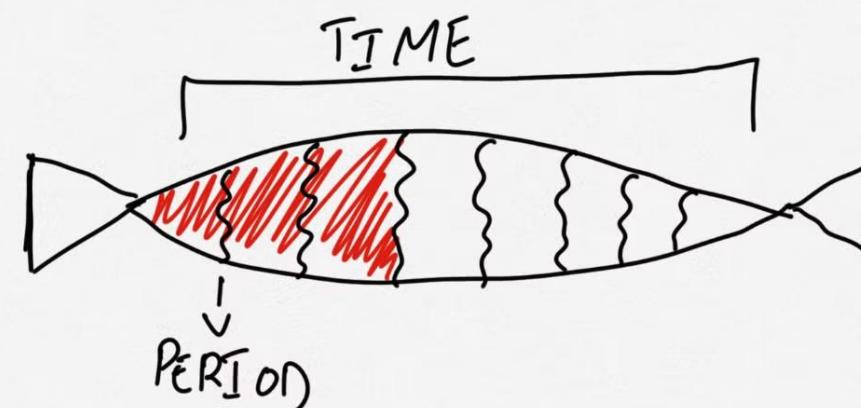
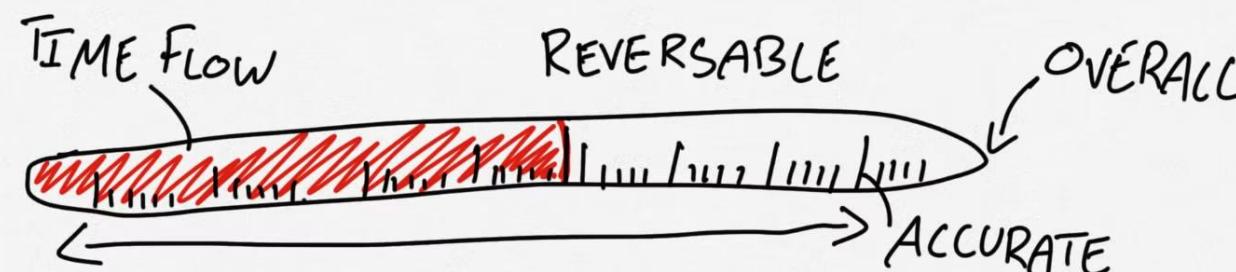
CONCEPT DEVELOPMENT

Making rough sketches for the idea and how I can go about with the idea of combining the interface of an hourglass and candle clock.

HOURGLASS
→ OVERALL TIME
→ MOVEMENT OF SAND
→ ACCURATE

CANDLE
→ BURNING OF CANDLE
→ VISUAL TIME KEEPING
→ SMALL PERIODS
→ INACCURATE

ADDITIONAL
→ CUSTOMISABLE
→ EASY TO CARRY
→ ADJUSTABLE



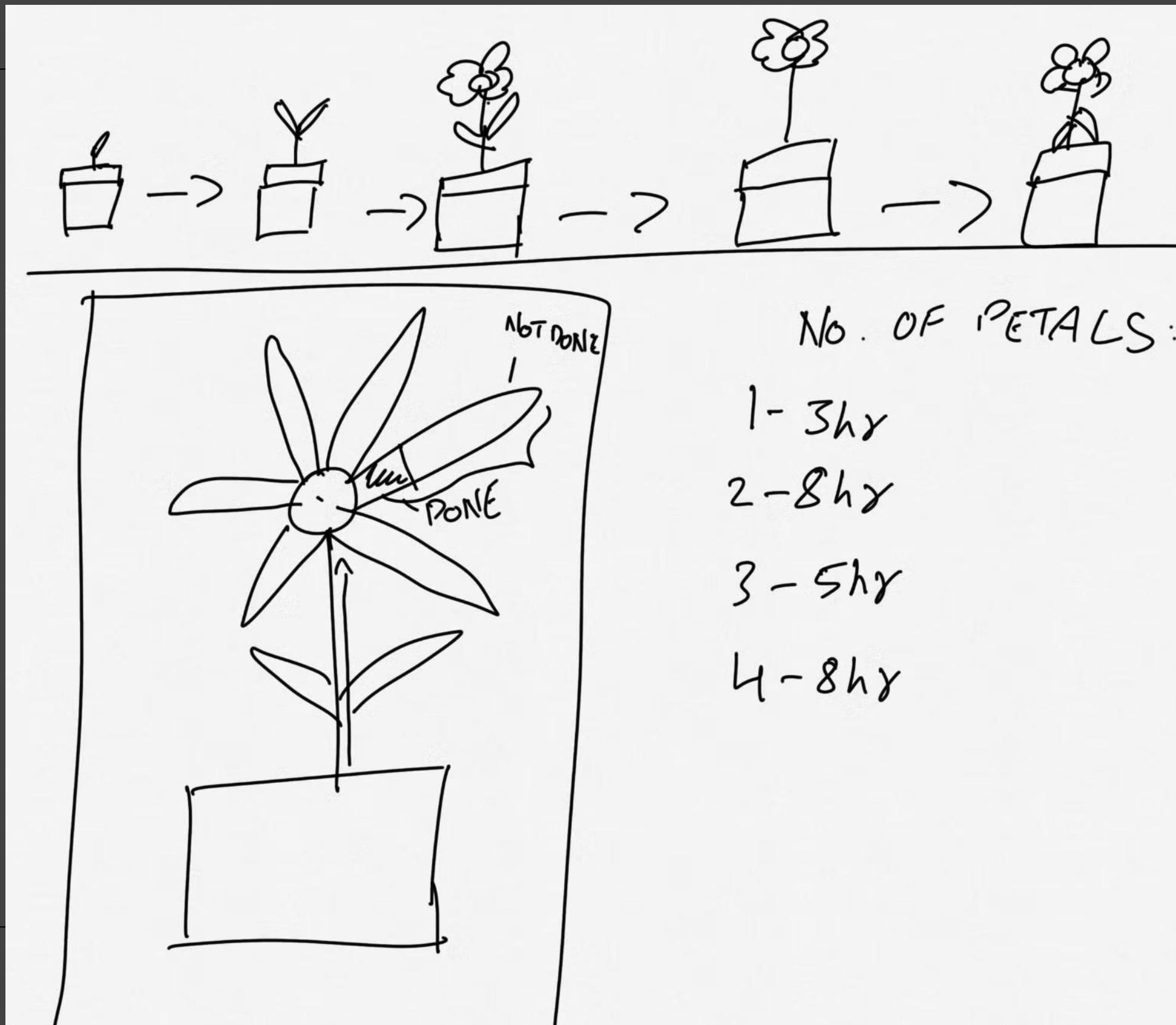
BUILDING ON THE IDEA

Developing The idea of using a flower to keep time and how to utilize the different parts of the flower (petals, bud, etc) to keep track of time or integrate different tools of the clock app into it.

ROUGH SKETCH

O1

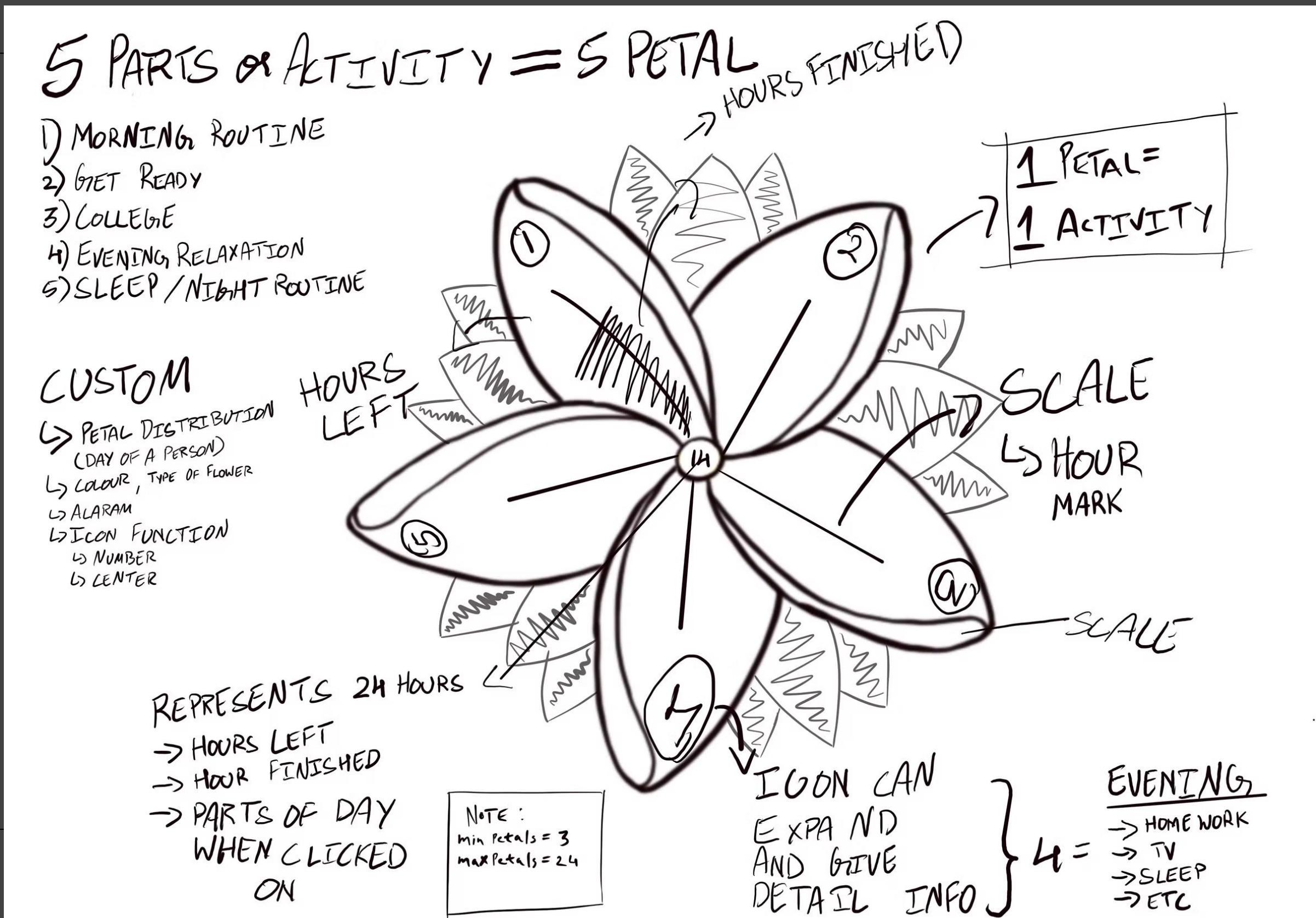
Understanding how the idea of using a flower can be incorporated in a new time keeping method that is modernistic.



DETAILED DEVELOPMENT

02

During this process i further developed the idea of using the flower and how I could in cooperate things like indicators colours and textures into the time keeping method.



WIREFRAMING THE IDEA

Getting into the technical aspect of the idea where I understand in more detailed technical terms on how the idea can come to life and be put into perspective to function as a clock.
(Widget, icon, mapping the journey, etc)

STRUCTURE

01

The Idea was to integrate color in the petals to show whether that time has passed or not and the bud in the middle represents the overall time while having the scale in the petal to measure time.

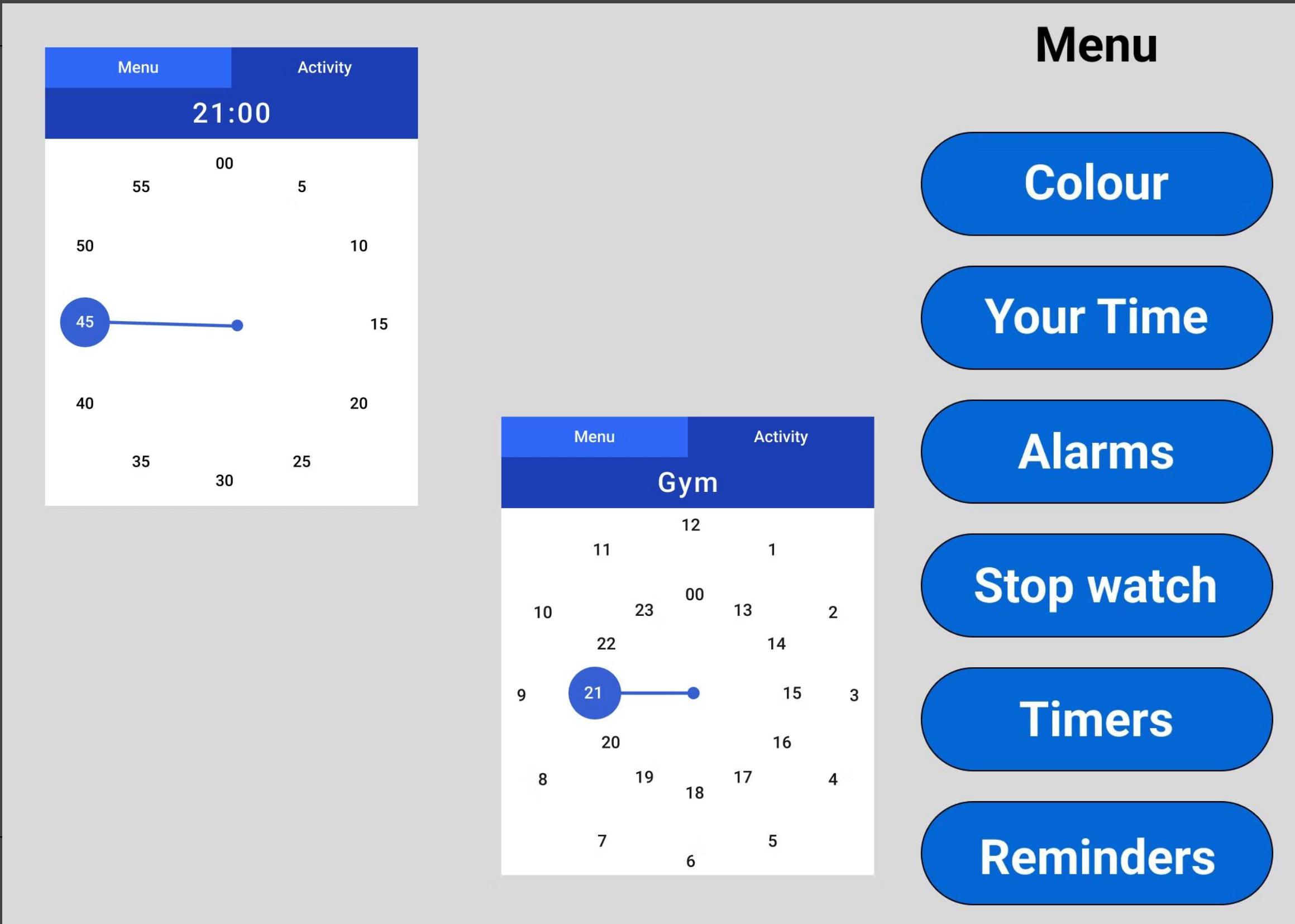
Menu



BETTERMENT OF FORMAT

02

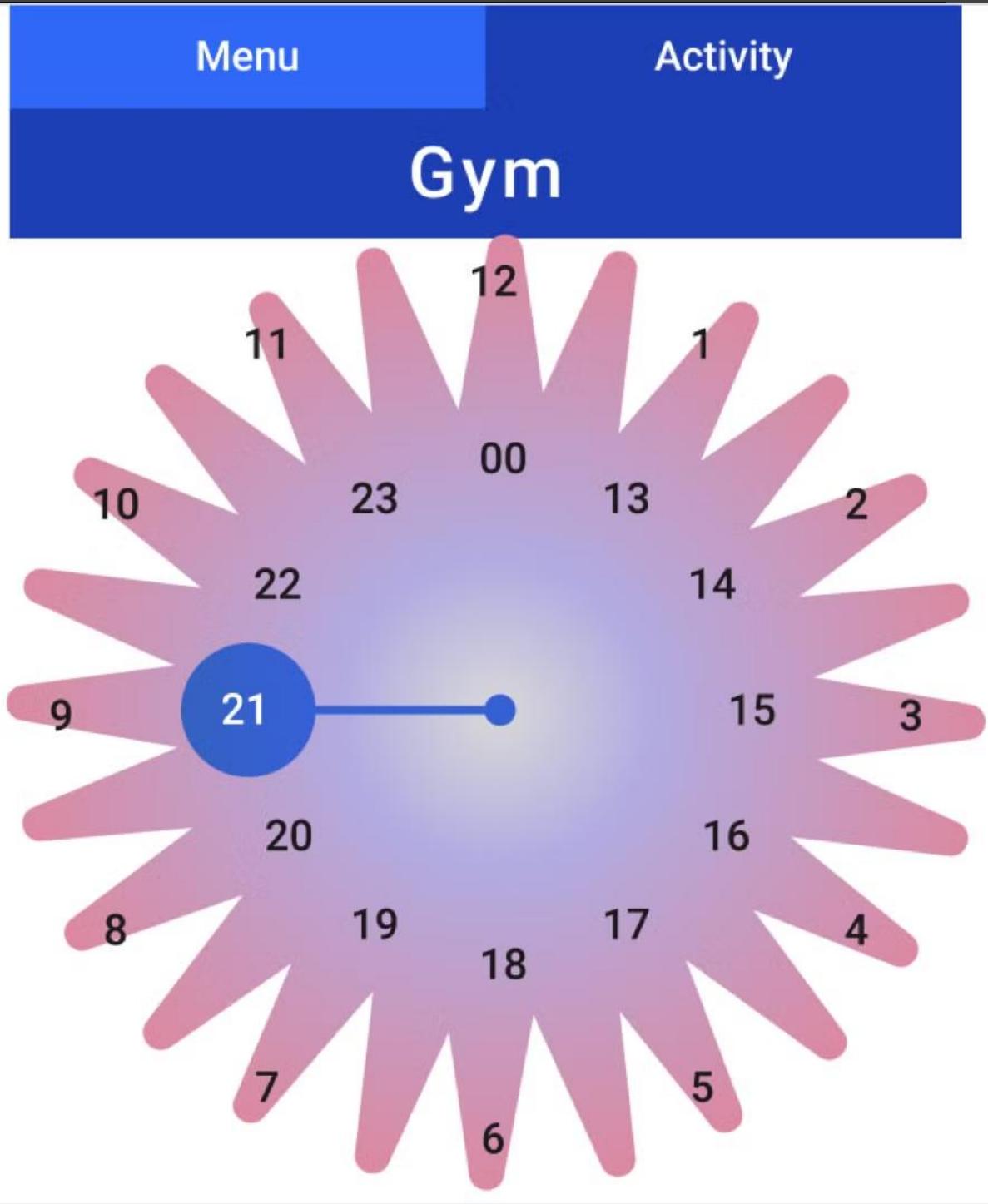
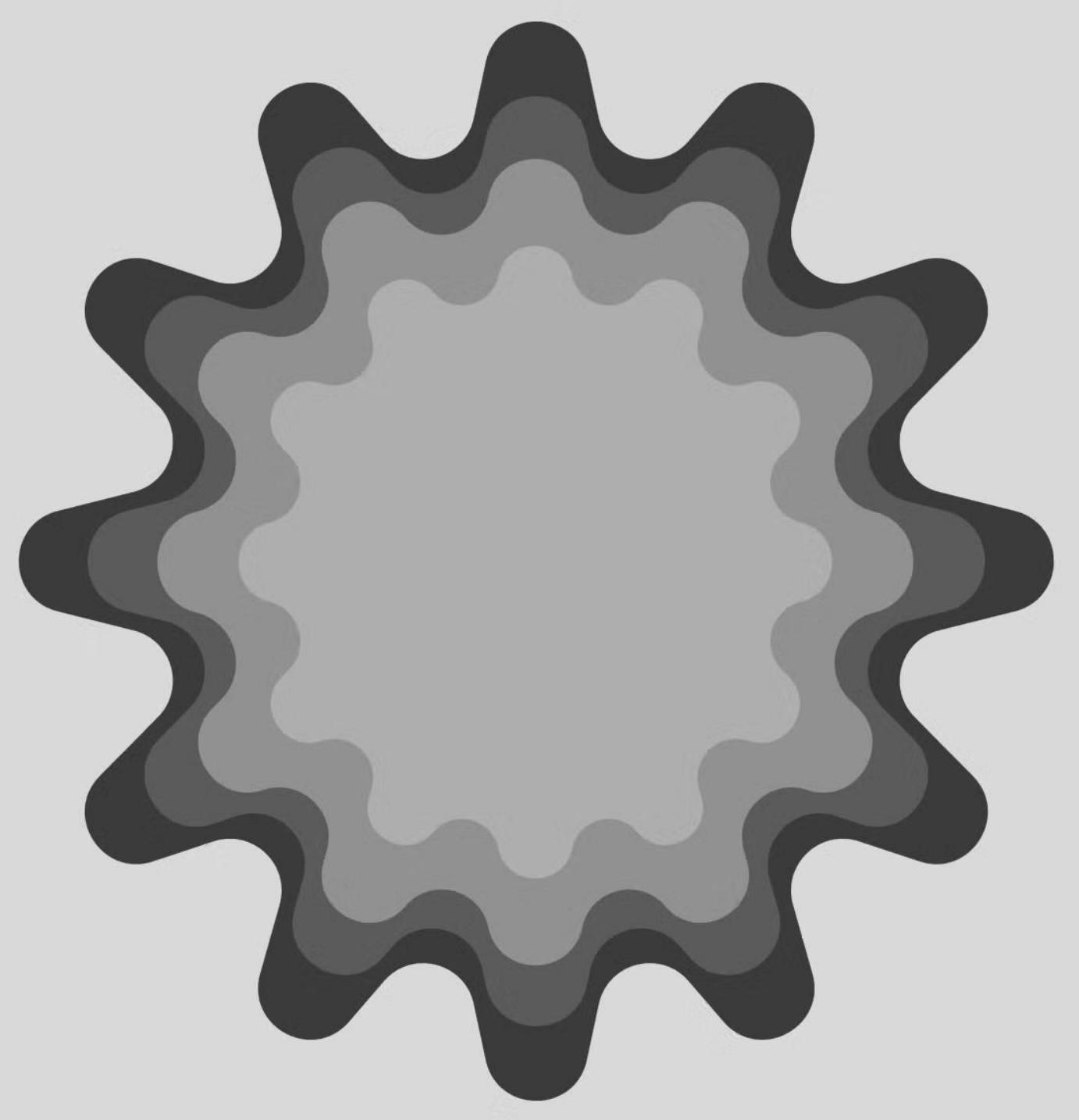
The structure even though obvious could lose some unnecessary elements and could use a better format on an overall basis to make its approach more minimalistic.



VISUAL APPEAL

03

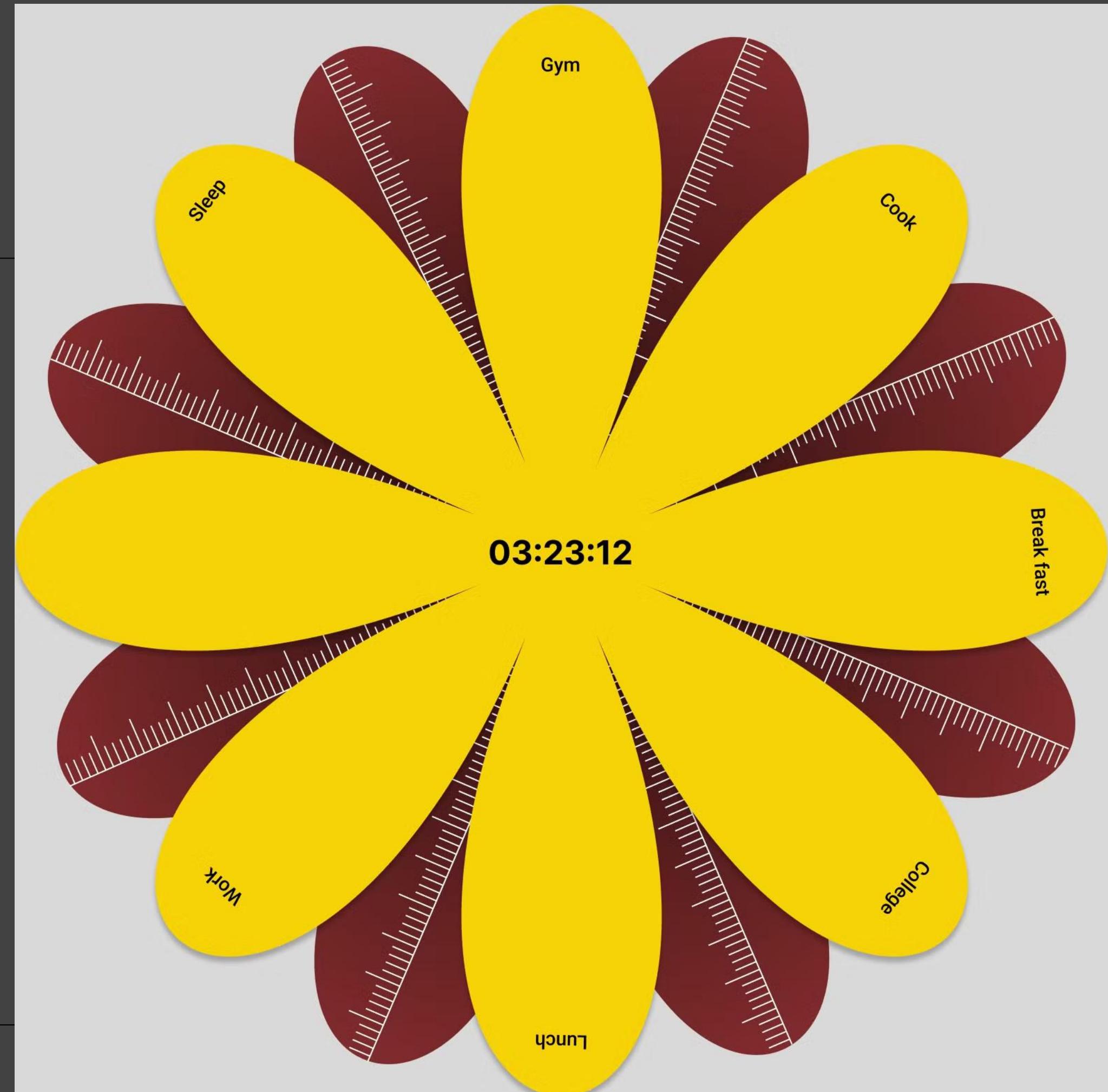
The visuals and aesthetics of the interface could be better and the new format could use some more elements like color and texture by adding this it give the clock a sense of depth.



PROTOTYPE

04

The clock has a good sense
of function but does not
look like a flower and
seems to have too many
elements to make this
better I wntd to improve the
shape and outline of it.



Final Project

Try Pitch

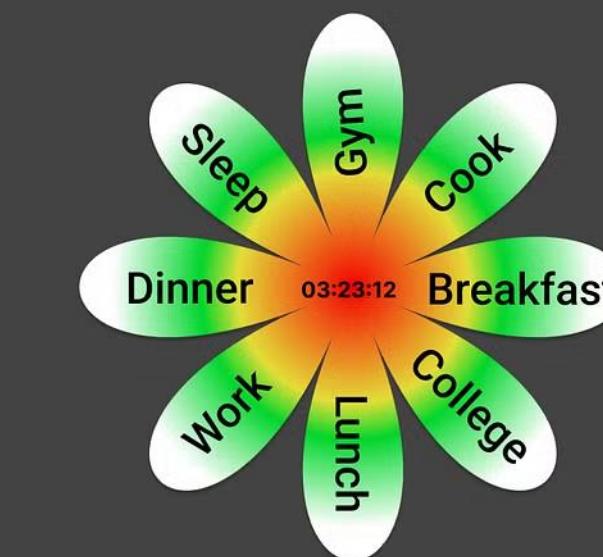
The Flower Clock

Application/Icon

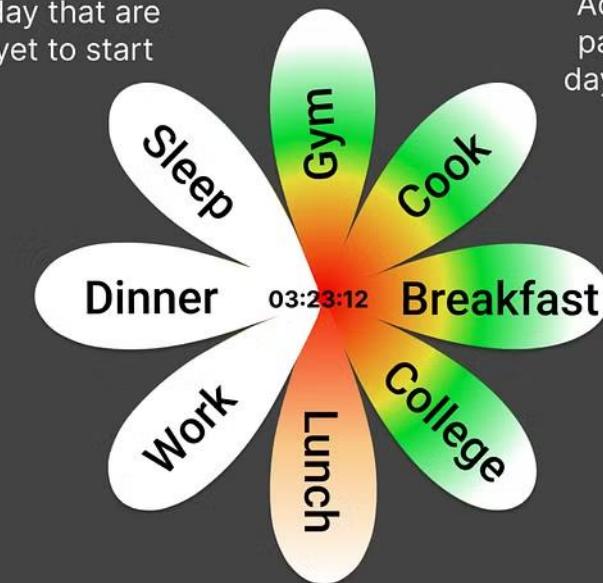


This application is a flower-shaped time management tool, where each petal represents a part of the day and fills with colour as time passes. The center shows the 24-hour clock, while a customisable panel allows users to adjust time segments and personalize the interface.

Clock



Parts of the day that are yet to start



Activities or parts of the day that have passed

Time passing in a particular activity

Customisable options for Petals



There will be progress in the changing if the colour of a particular petal to represent progress of time in a particular part of the day

