



through

GLASSES

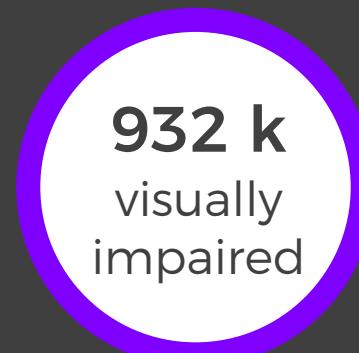
Alizée - Julia - Roméo - Wenxuan

KEY STATISTICS

Worldwide

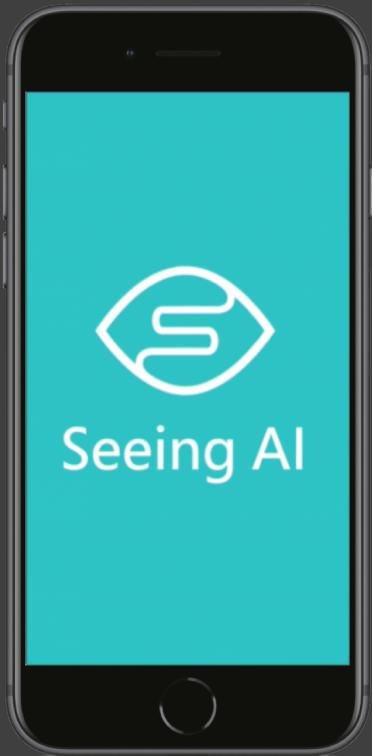


France

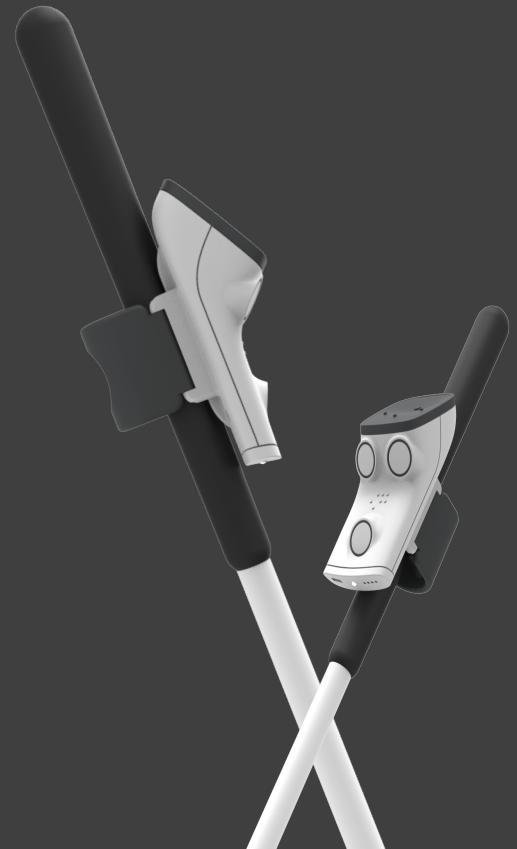


STATE OF THE ART

Apps



Canes &
accessories



Glasses /
Wearables



People



OUR JOURNEY - FIRST ASSUMPTIONS

“ We should totally make an app that enable blind people to be more autonomous ! ”

“ Blind people use their phones, I've seen it on internet. An app would be perfect ! ”

“ Blind people would get their autonomy back with our solutions ! They could do almost everything alone ! ”

BIASED SOLUTIONS

OUR JOURNEY – FIRST ASSUMPTIONS

BIASED SOLUTIONS

Software

A simple app, with simple UX & UI to help visually impaired people to detect sentiment and objects

Hardware

A pair of glasses using A.I in order to improve blind's life by analyzing sentiment and "scenes"

OUR JOURNEY - CONFRONTED ISSUES

“ You cannot give us our sight back. It won't happen and you shouldn't think this way about your project. Anne RENOD ”



Interviews



Advice from professional

Needs :

Always one free hand
Balanced glasses
Simple accessibility

Suggestions :

Make it smaller
Balanced glasses
Great sound diffusion

THROUGH GLASSES

After processing all the data retrieved from the interviews and research we conducted, we decided to steer our project toward the “hardware” dimension

Adaptable/
universal
hardware



Software
enabling
sentiment
analysis as
well as
object
recognition



through
GLASSES

PROTOTYPING ISSUES



The major issues we encountered with 3D printed glasses :

- **Fragile structure :** Couldn't handle the hardware
- **Foldable mechanisms tended to break :** We couldn't attach the branches to the frame

PROTOTYPING SUCCESSES

Laser cut

Weight

Wiring

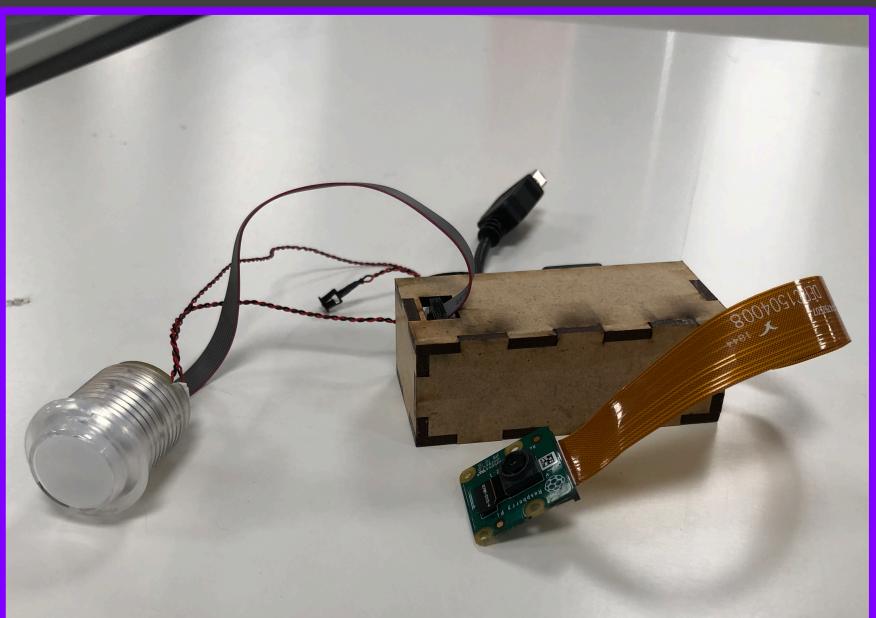
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Sound
composition

Model use

Light
composition

PROTOTYPING IN PICTURE



The final version of our frames

- “Universal” size
- Laser cut wood

The final version of the processing unit

- Dedicated box
- Raspberry pi camera
- Privacy led
- Bipper
- Led indicator

NOW IT'S YOUR TURN

