Æffect
Final Artefact presentation

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Intentions

Æffect's intention is to have the user be able to **visualize certain reactions** of their body and be able to **put them in relation with internal and external stimuli** with the help of an interactive garment.

Methods used

-Biometric sensors gathering data that correlates to mood and emotion

-which can provide an artistic interpretation algorithmically.

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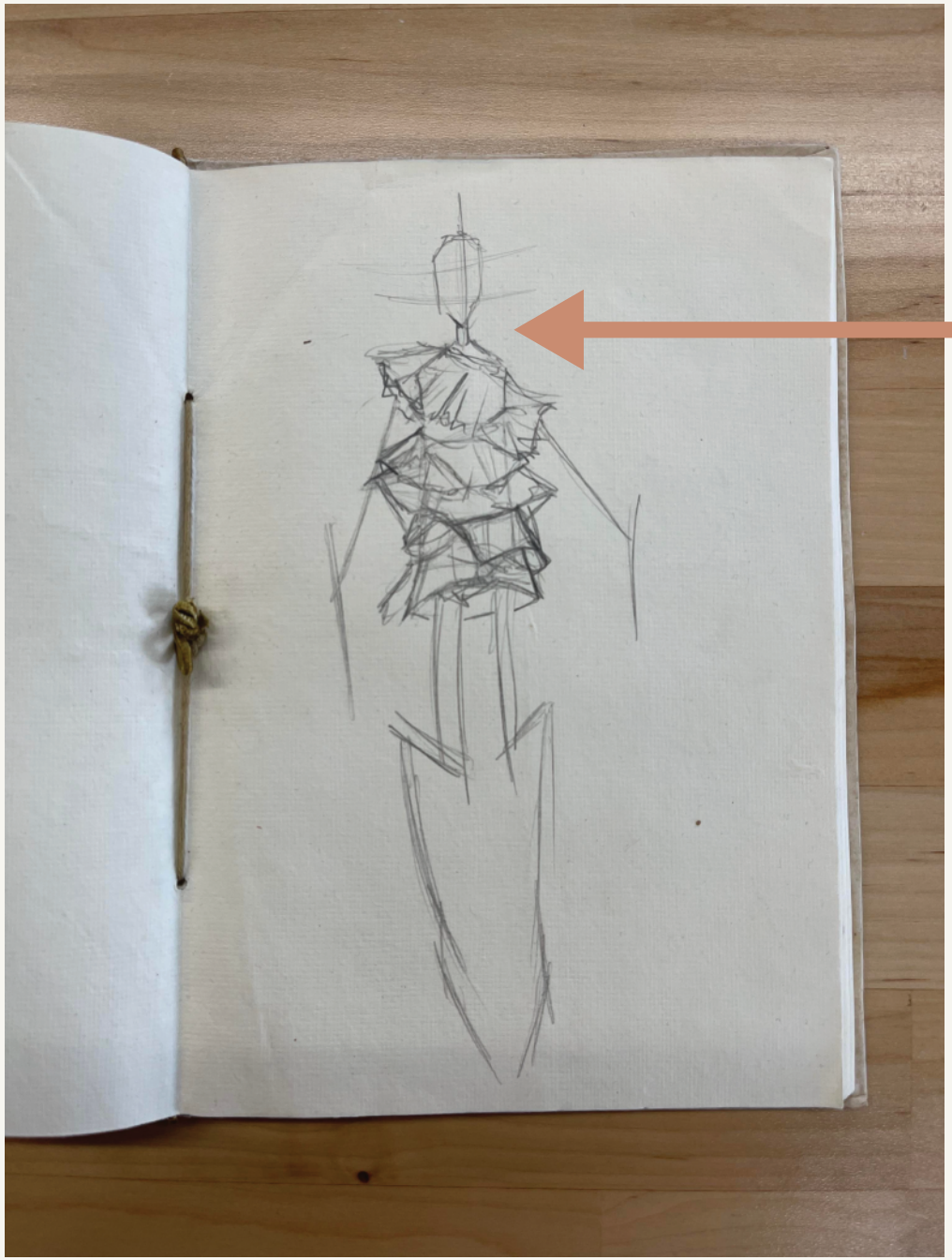
- Independent inflatable structures behave in different ways based on their user’s valence and arousal state

Output design



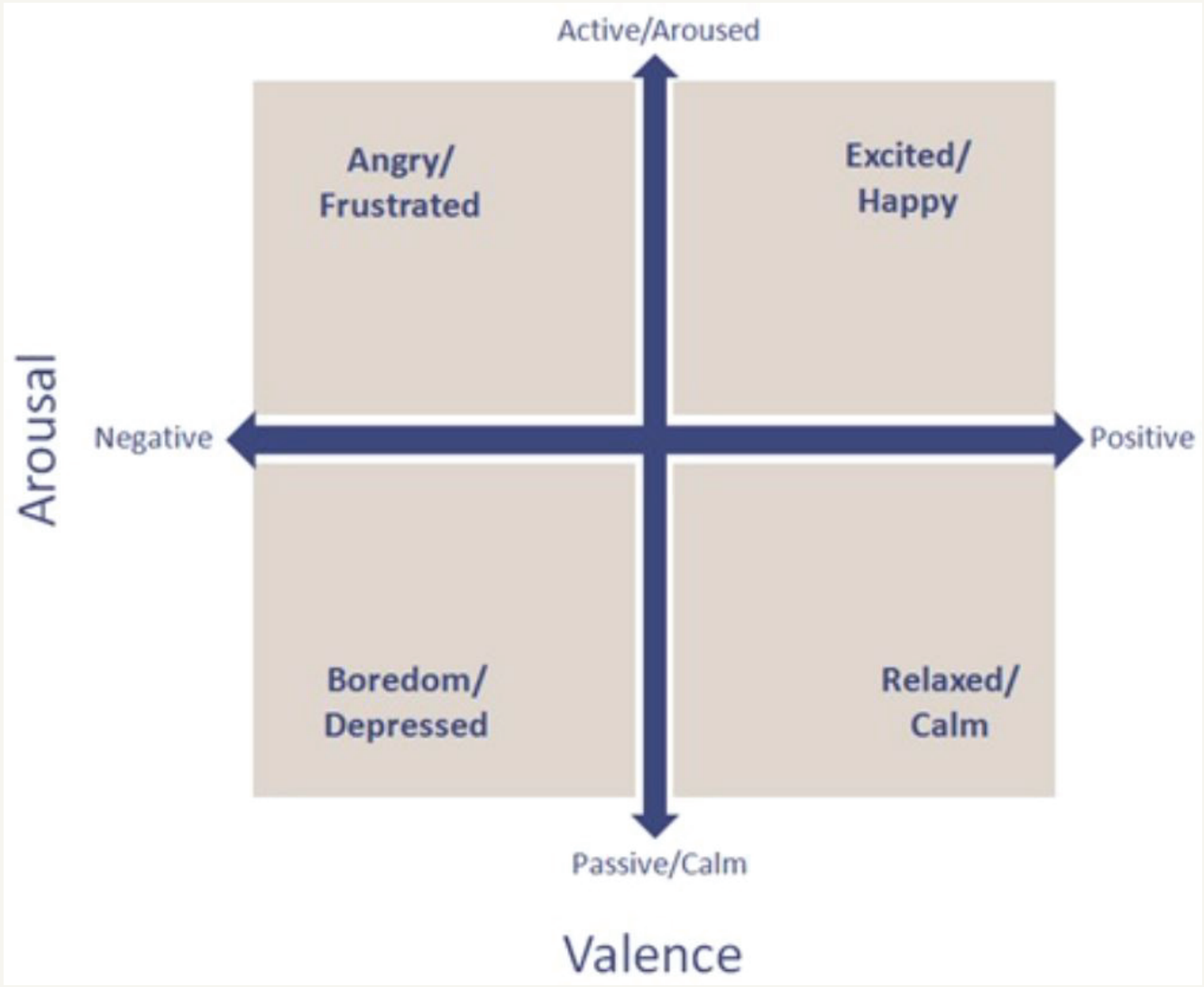
Self: Neoprene
(volume and stiff)

Yokes: iridescent organze
(brittle, light, attention grabing)

Spikes: Latex laminated knit
(air tight and flexible)

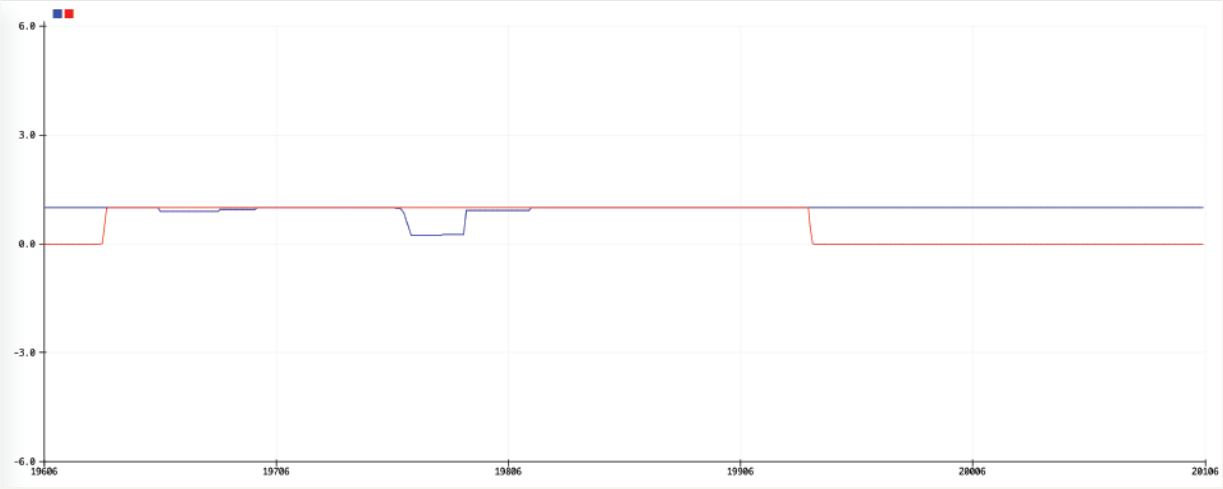
Tubing: 3mm plastic tubing
(air tight and flexible)

Input design

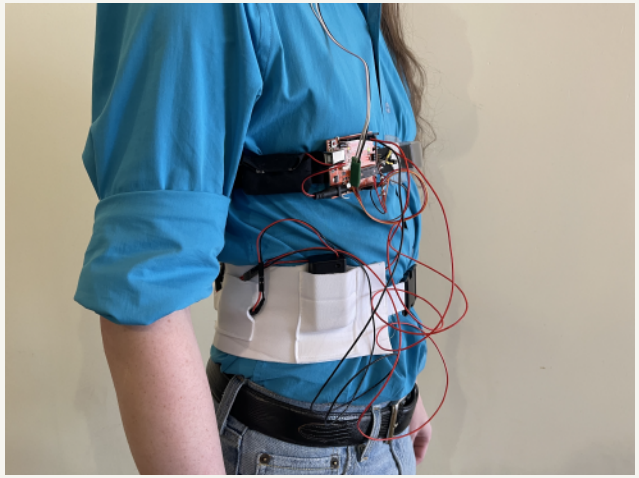


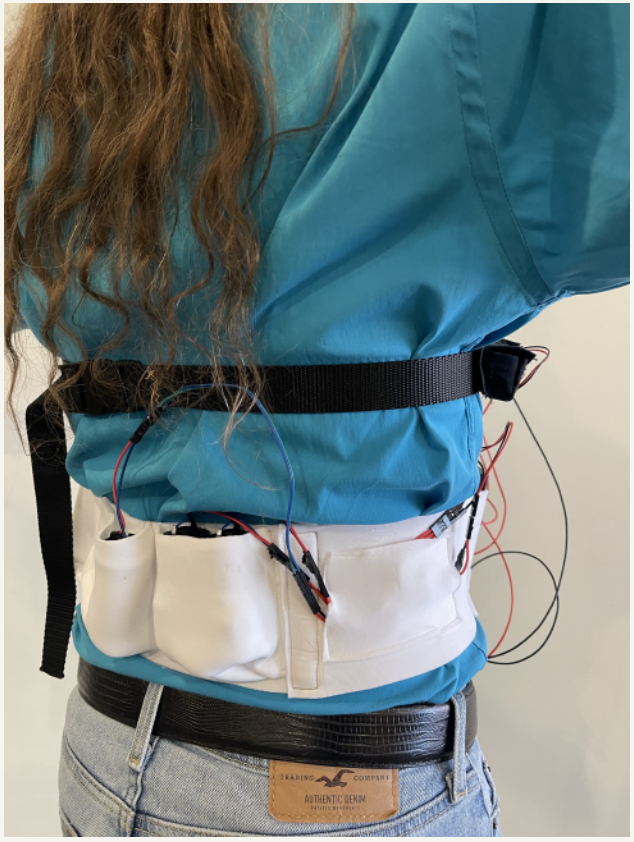
Final Input methods

Biometric	Technology (sensor, technique)	Exploratory Stage	Experimental Stage	Prototyping Stage
Pulse	Light oximetery			
	Piezoelectric transduction of acoustics[1]			
Respiration	IR proximity detector measuring thoracic circumference			
	Piezoelectric transduction of acoustics[1]			
Skin Conductivity	Galvanic skin response[2]			
Muscle Contraction	Electromyography[3]			
Pupillary Response	Camera[4]			
Brain Activity	EEG[4]			



Duty cycle and synchronicity





Output Final Artefact

Final Prototype