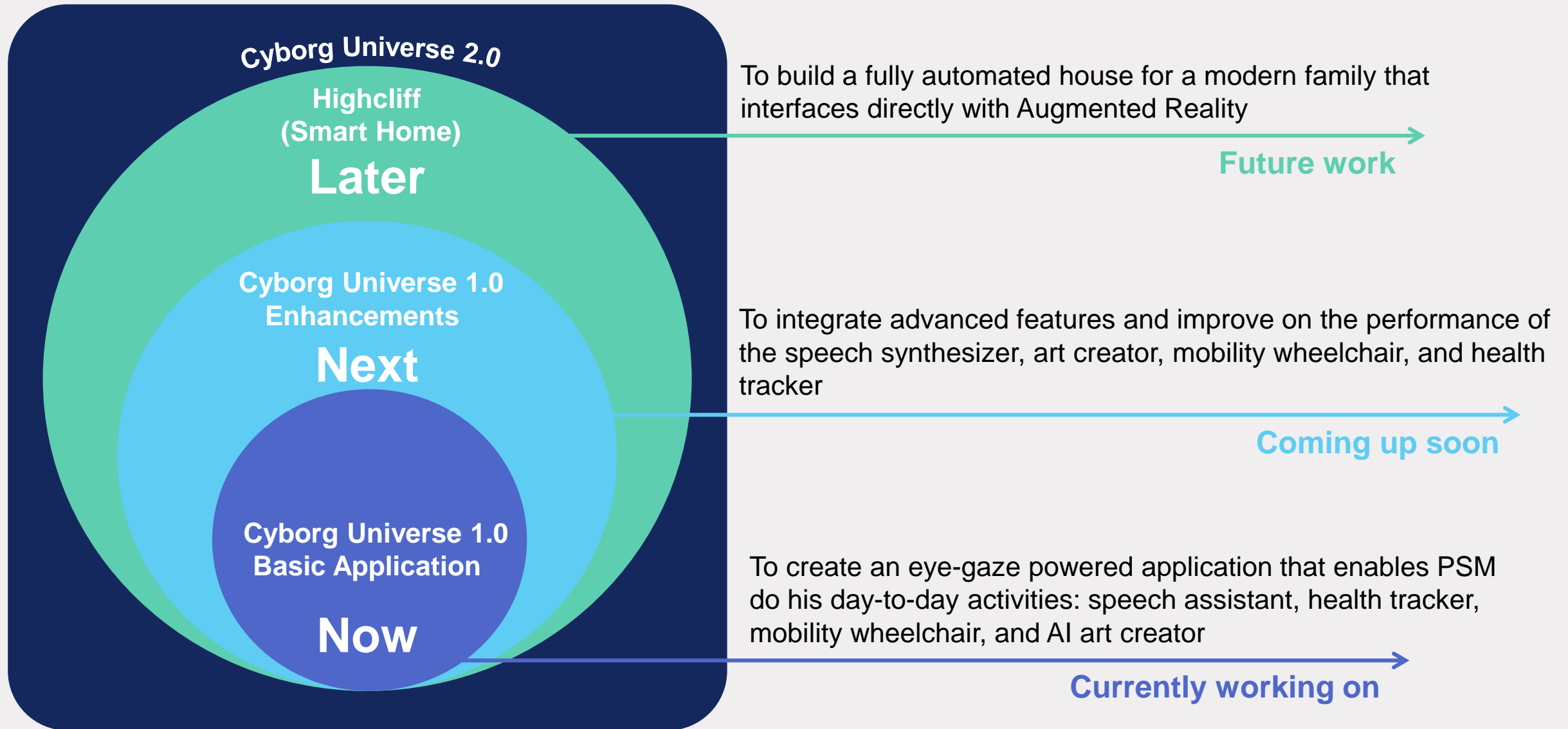


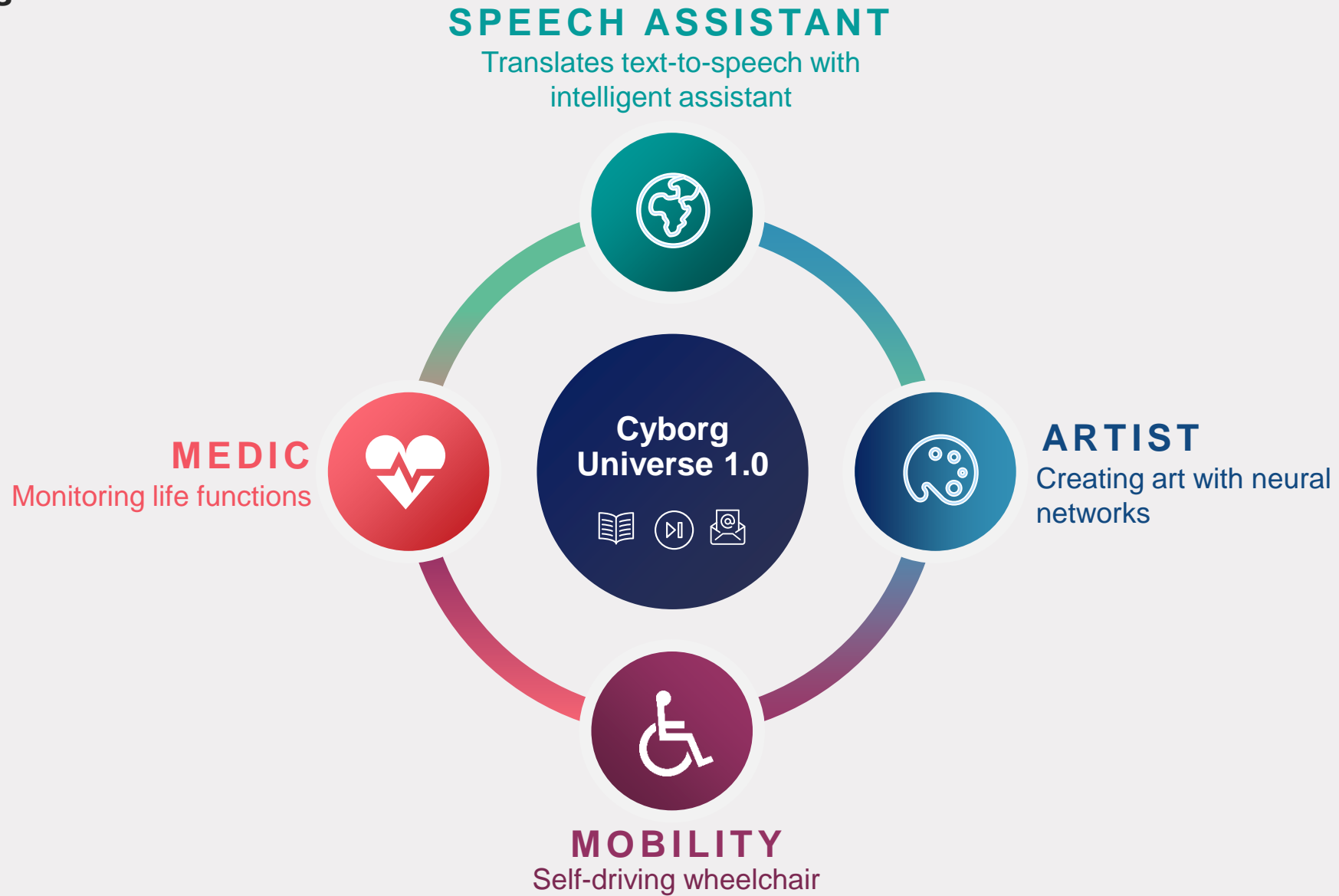
May 17, 2021

Scott-Morgan Foundation

PORTFOLIO

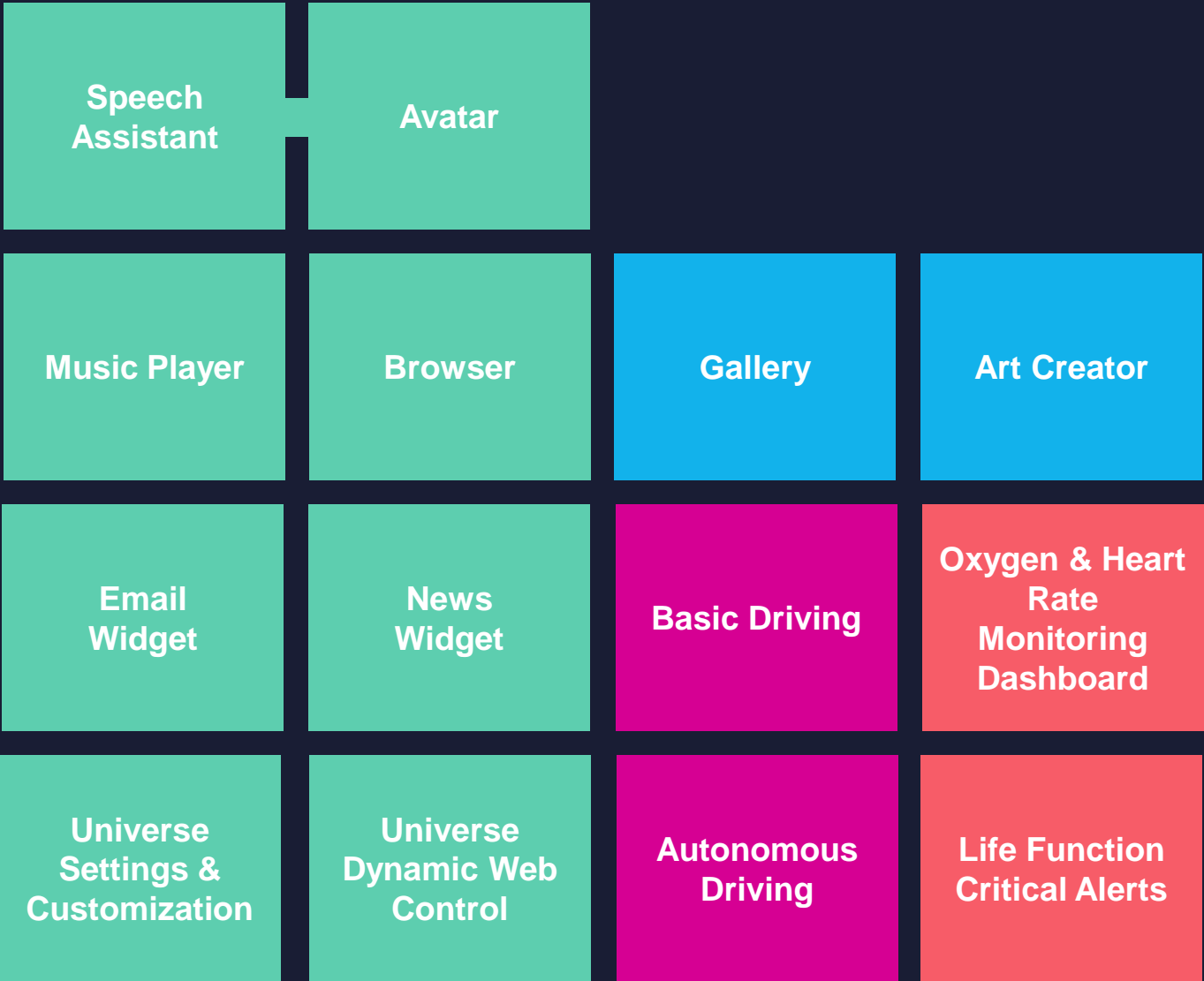
SCOPE





Cyborg Universe Scope & Features

These are the major features that the team are currently building.



HIGHCLIFF PURPOSE

Highcliff is set to be the subject of a major mainstream documentary, book, podcasts, and substantial media attention.

This will be an opportunity to showcase capabilities and make a mark as a leader in Applied AI.

HIGHCLIFF GOAL



A large contemporary south-facing cliff-top villa on the English Riviera, set in a semitropical garden, a stroll away from both Torquay seafront and the beautiful rural village of Cockington.

To build a fully automated house for a modern family that interfaces directly with Augmented Reality.

This will include some of the ff. use cases:

- Mirror that automatically screens your health
- Bringing Peter to any part of the house using only one command
- Robots that help with cleaning and cooking
- Modifying immediate environment – temperature, lighting, music, artwork displayed on walls throughout the house
- Mirror that become personal stylists and suggests based on wardrobe content

FEATURE OVERVIEW



Cyborg Universe 1.0

Speech Assistant	Avatar
Music Player	Browser
Email Widget	News Widget
Universe Settings & Customization	Universe Dynamic Web Control
Gallery	AI Art Creator
Basic Driving	Autonomous Driving
Oxygen & Heart Rate Dashboard	Life Function Critical Alerts

1 year



Enhancements

Performance Improvement

Smarter Reply Suggestions

Voice Tuned Responses

User Experience

Art Blending

Pre-processing Automation

Historical Data

Analytic Solutions

6 months



Highcliff (Home Automation)

Level 1: Smart Hub

Level 2: Environment

Level 3: Living Appliance

Level 4: Healthcare

Level 5: Safety/Security

Level 6: Home Entertainment

Level 7: Energy Management

HoloLens Integration

3 years



Cyborg Universe 2.0

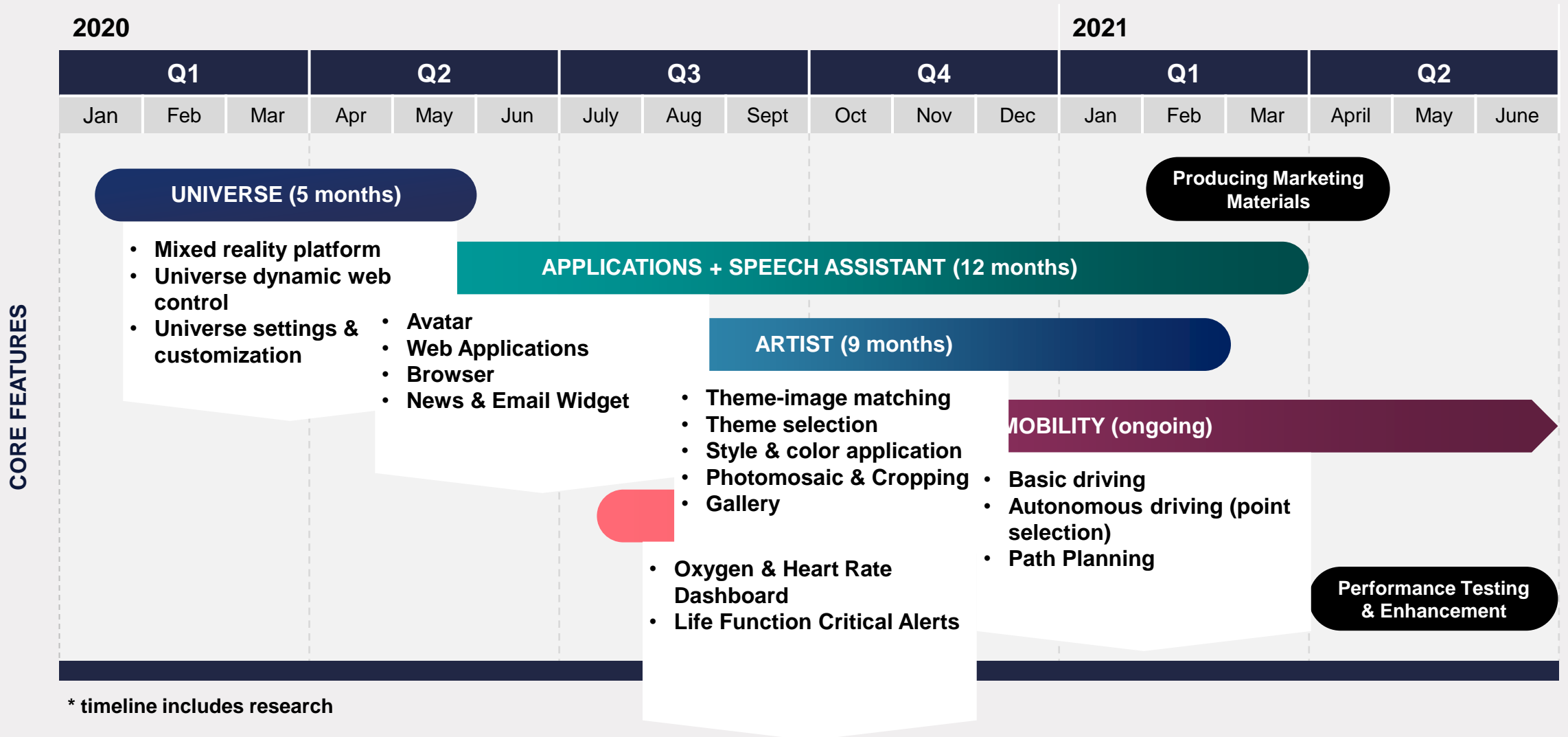
4 years



CYBORG 1.0 ROADMAP

GENERAL CHALLENGES:

1. UWP Incompatibilities – functionalities working in Unity but not in the HoloLens
2. HoloLens Testing - HoloLens Setup for PSM; needs some adjustment in wheelchair
3. Hardware Procurement & Constraints

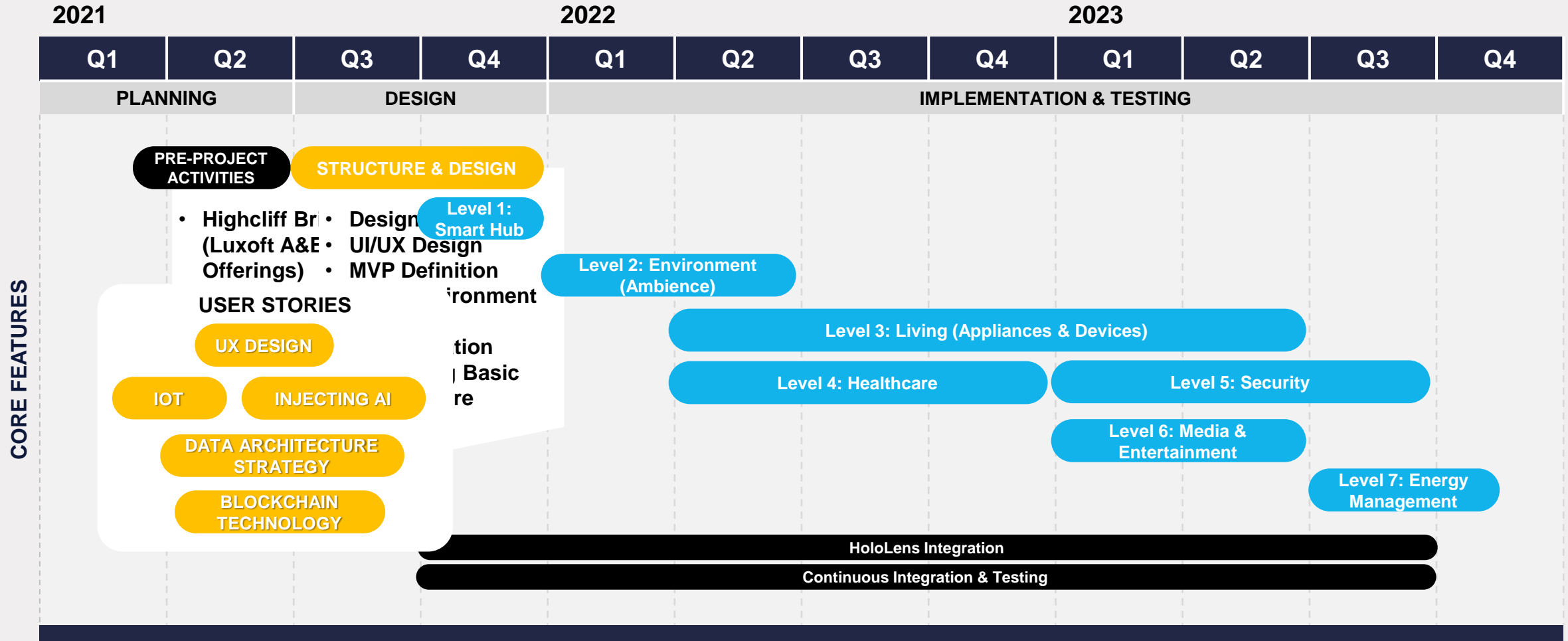




HIGHCLIFF ROADMAP

RISKS:

1. Risk in implementation and testing since the villa is in United Kingdom
2. Support from A&E Practices
3. All devices interfacing directly to augmented reality
4. Device Procurement & Integration



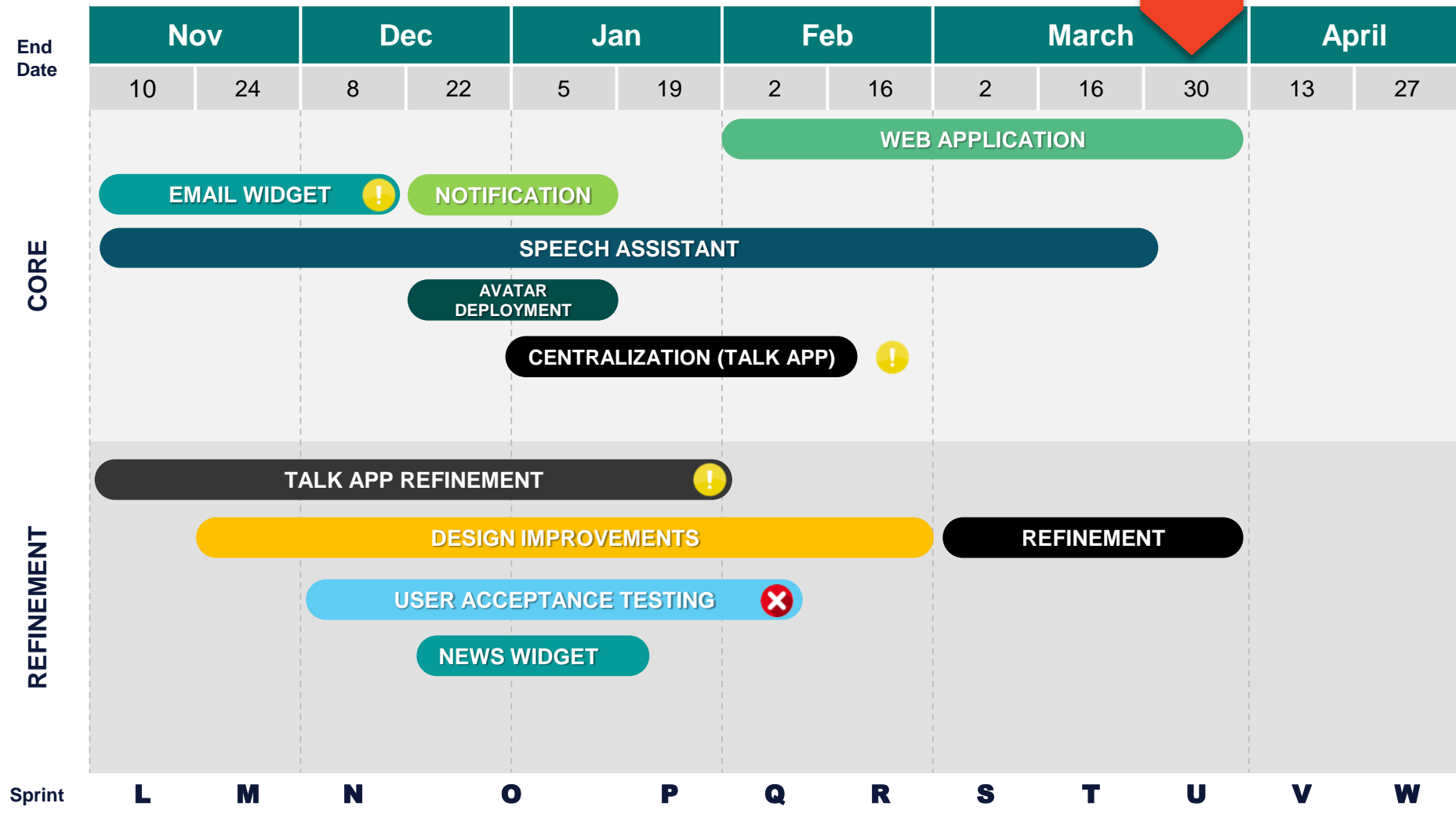
Assumption:

- Design & structure will start once the contract has been signed
- Estimations include research and augmented reality integration



UNIVERSE 1.0 ROADMAP

STATUS:



RISK/CHALLENGE:

1. Cannot start UAT – HoloLens Setup for PSM; needs some adjustment in wheelchair

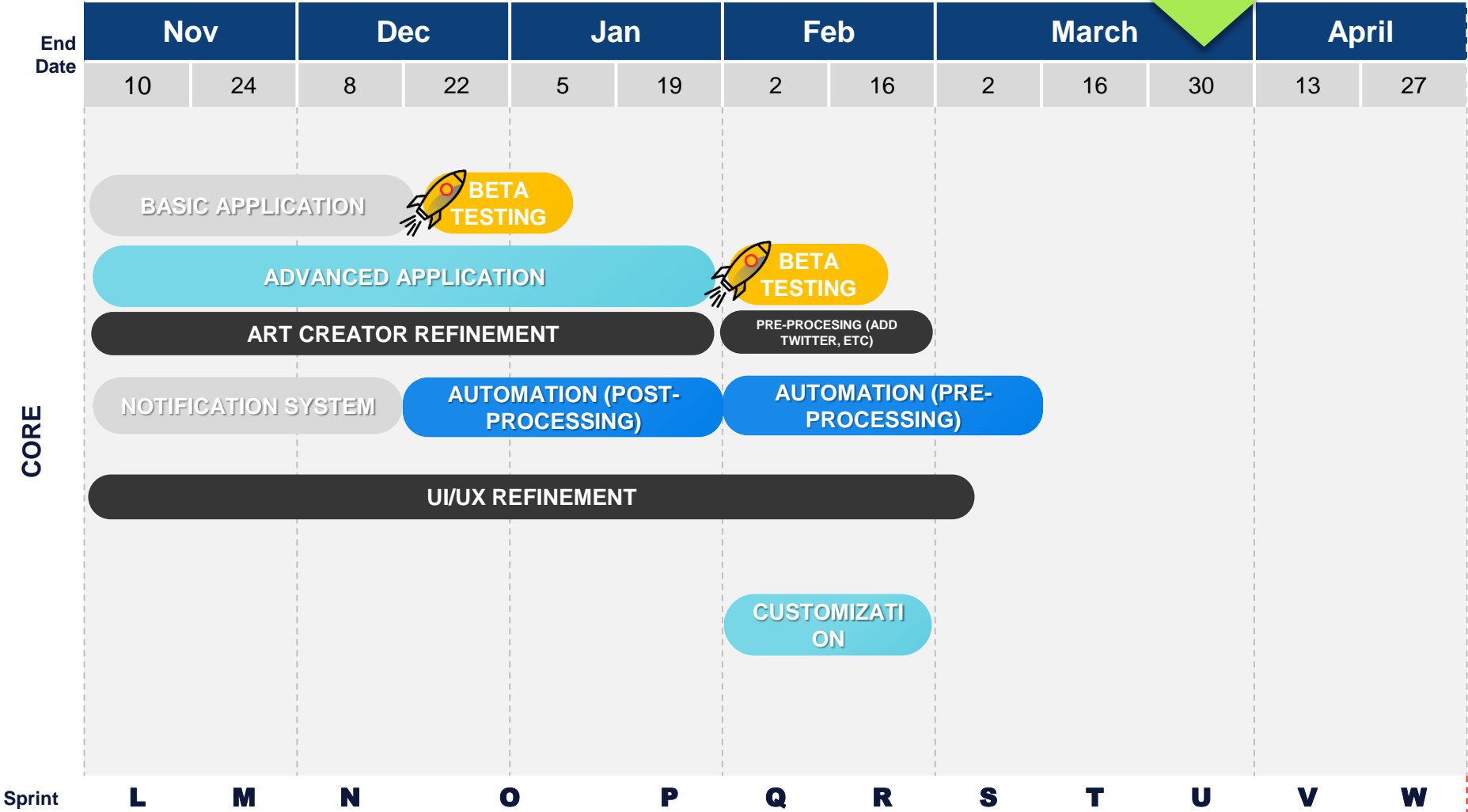
FUTURE WORK (2.0):

1. Tune response in Talk Application
2. Enhance smart suggestions
3. Microsoft Office Application Extensibility Test



ARTIST 1.0 ROADMAP

STATUS:



PRE-PROCESING (ADD TWITTER, ETC)

AUTOMATION (PRE-PROCESSING)

CUSTOMIZATION

RISK/CHALLENGE:

1. User Acceptance Testing

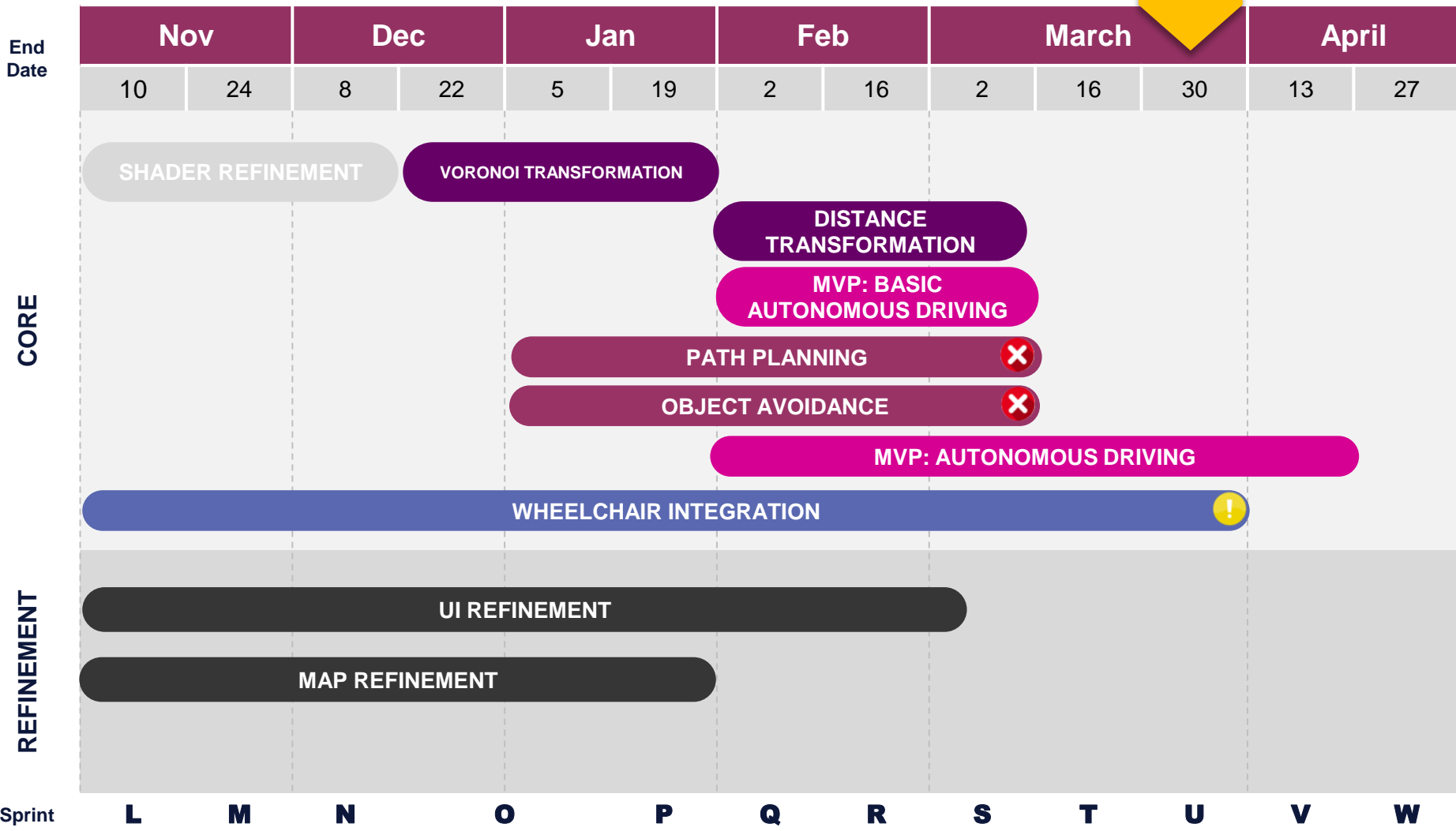
FUTURE WORK (2.0)

1. Art Customization - Blending
2. Naming created art while saving
3. Pre-processing automation – twitter data, etc.



MOBILITY 1.0 ROADMAP

STATUS:



RISK/CHALLENGE:

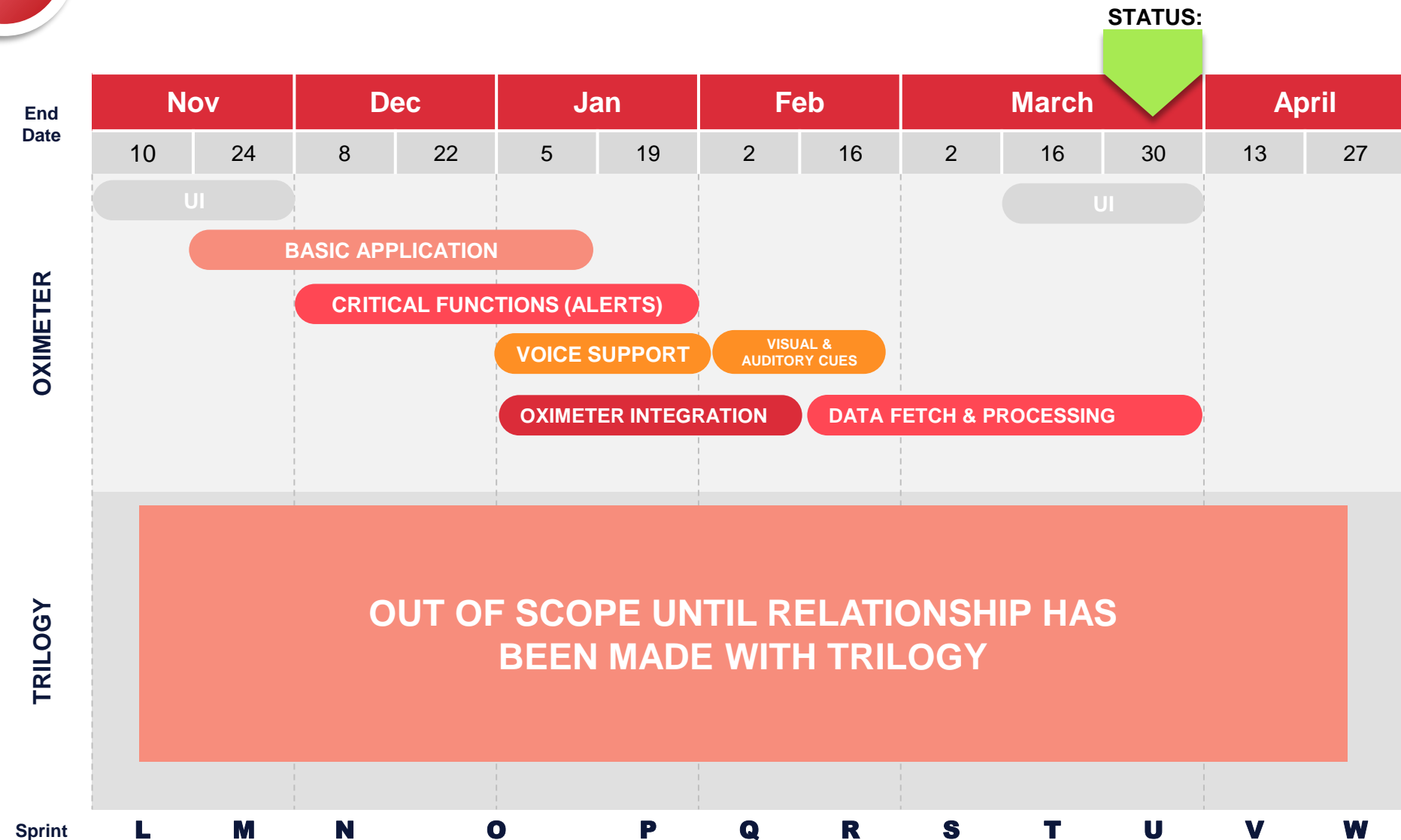
1. Wheelchair Integration
2. HoloLens Processing – pending decision whether to have the mobility app as a separate app
3. UWP Incompatibilities

FUTURE WORK:

1. Path Planning
2. Identifying walkable path in the map (Map refinement)
3. Hardware Integration



MEDIC ROADMAP



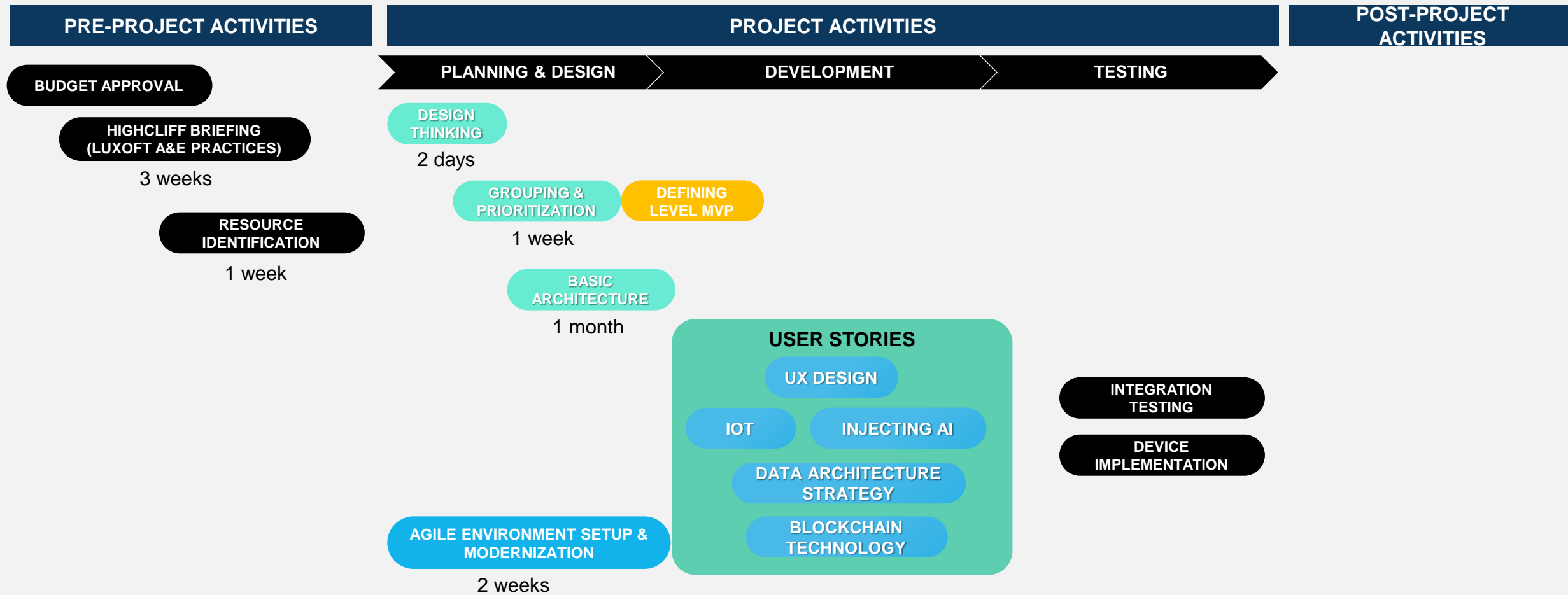
RISK/CHALLENGE:






1. HoloLens UAT Testing

FUTURE WORK (2.0):

1. Oxygen & Heart Rate Historical data
2. Trilogy integration

HIGHCLIFF ROADMAP & TIMELINE



					
Home Levels of Autonomy	Electric Home	Customized Home	Proactive Home	Support Home	Companion Home
Devices with predetermined functions	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Devices with learning and adaptive capabilities		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Connection to Smart City			<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Central AI with the same level of human information processing			<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Central AI with superior level of human information processing				<input type="radio"/>	<input type="radio"/>
Physical companion					<input type="radio"/>
Human Involvement	High	High	Moderate	Low	Not Required

OVERVIEW



Cyborg Universe 1.0

Speech Assistant	Avatar
Music Player	Browser
Email Widget	News Widget
Universe Settings & Customization	Universe Dynamic Web Control
Gallery	AI Art Creator
Basic Driving	Autonomous Driving
Oxygen & Heart Rate Dashboard	Life Function Critical Alerts

1 year



Enhancements

- Performance Improvement
- Smarter Reply Suggestions
- Voice Tuned Responses
- Voice Tuned Responses
- Art Blending
- Pre-processing Automation
- Historical Data
- Analytic Solutions

6 months



Highcliff (Home Automation)

- Light & Ambience
- Media Control
- Health Screening
- Cooking Assistant
- Personal Shopper
- Water Control
- Mirror Stylist
- HoloLens Integration
- House Control Dashboard

3 years

Cyborg Universe 2.0

- HoloLens Controller
- Robotic Mobility
- Automated Home

4 years

Cyborg Universe 1.0

Scope & Features

These are the major features that the team are currently building.



OVERVIEW



**Cyborg
Universe 1.0**



Enhancements

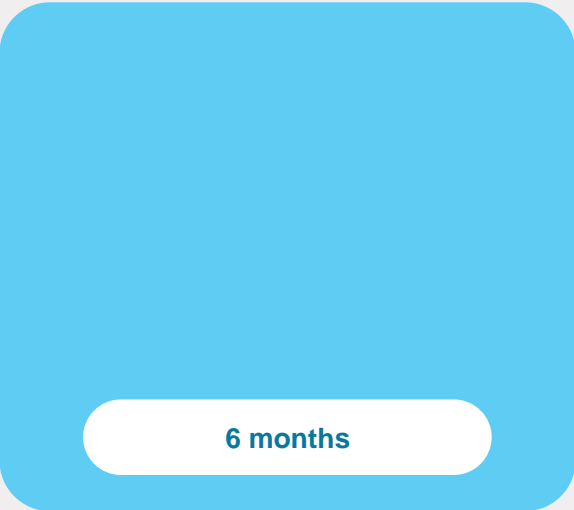


**Highcliff (Home
Automation)**

Cyborg Universe 2.0



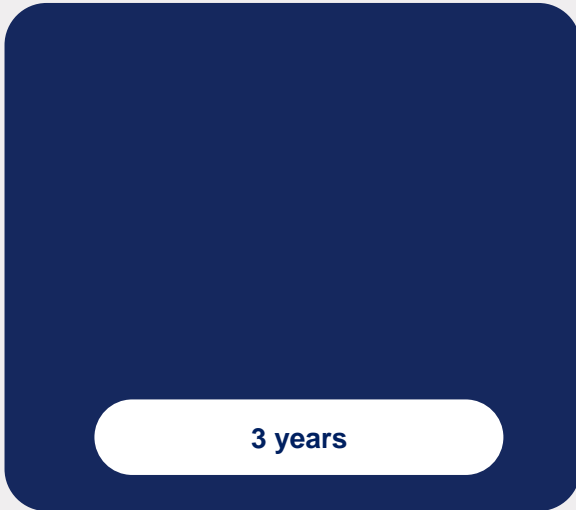
1 year



6 months

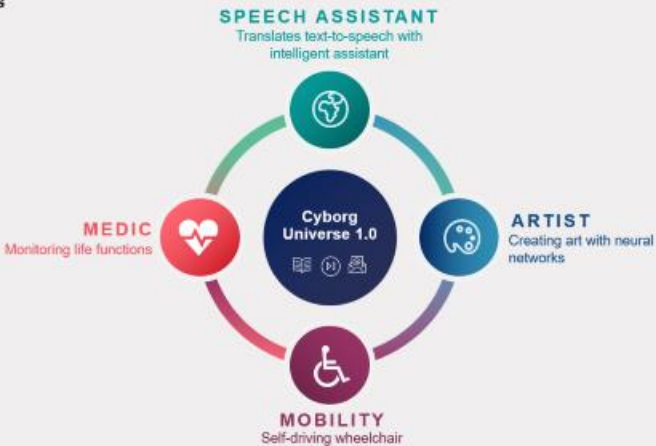


3 years



3 years

HoloLens



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nt

.0

Mirror Health
Screener

Avatar

Music Player

Browser

Gallery

Art Creator

Email
Widget

News
Widget

Basic Driving

Oxygen & Heart
Rate
Monitoring
Dashboard

Universe
Settings &
Customization

Universe
Dynamic Web
Control

Autonomous
Driving

Life Function
Critical Alerts



Universe

SPEECH ASSISTANT

CORNER CONTROLS

SETTINGS

MUSIC PLAYER

NEWS WIDGET

EMAIL WIDGET



Artist

THEME SELECTION

GALLERY

COMPOSITION SELECTION

ART CREATOR PAGE

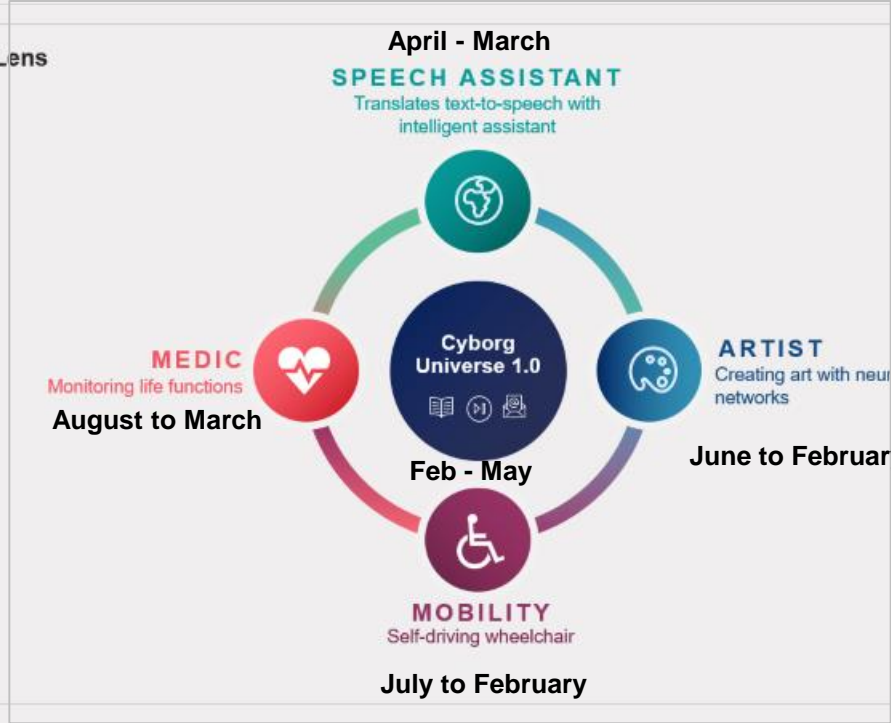
CROP PEOPLE

PHOTOMOSAIC



OVERVIEW

Cyborg Universe 1.0



1 year

Highcliff



2 years

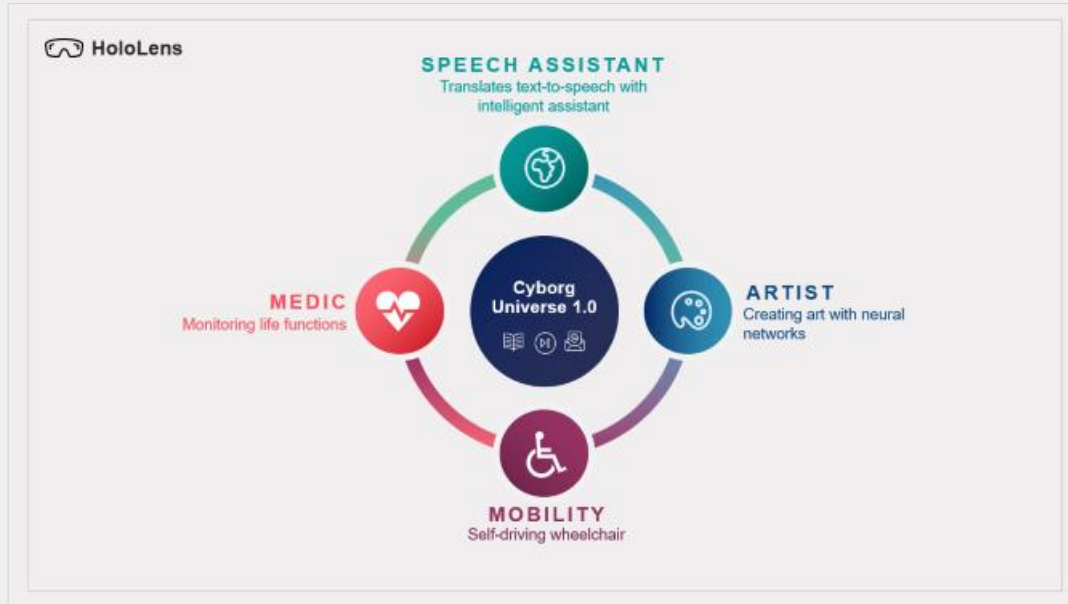
Cyborg Universe 2.0



3 years

OVERVIEW

Cyborg Universe 1.0



1 year

Highcliff

HIGHCLIFF GOAL

To build a fully automated house for a modern family that interfaces directly with Augmented Reality.

This will include some of the ff. use cases:

- Bathroom that automatically screens your health
- Bringing Peter to any part of the house using only one command
- Robots that help with cleaning and cooking
- Modifying immediate environment – temperature, lighting, music, artwork displayed on walls throughout the house
- Mirror that become personal stylists and suggests based on wardrobe content

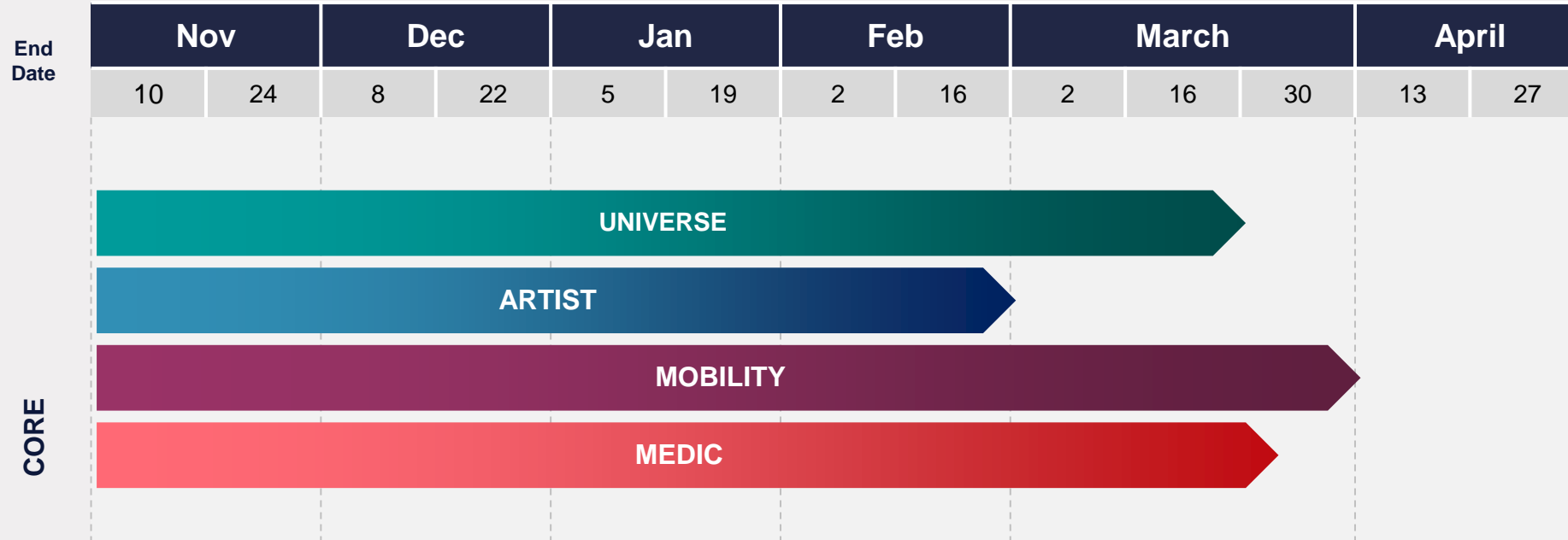
A large contemporary south-facing cliff-top villa on the English Riviera, set in a semitropical garden, a stroll away from both Torquay seafront and the beautiful rural village of Cockington.

3 years

Cyborg Universe 2.0



CYBORG 1.0 ROADMAP



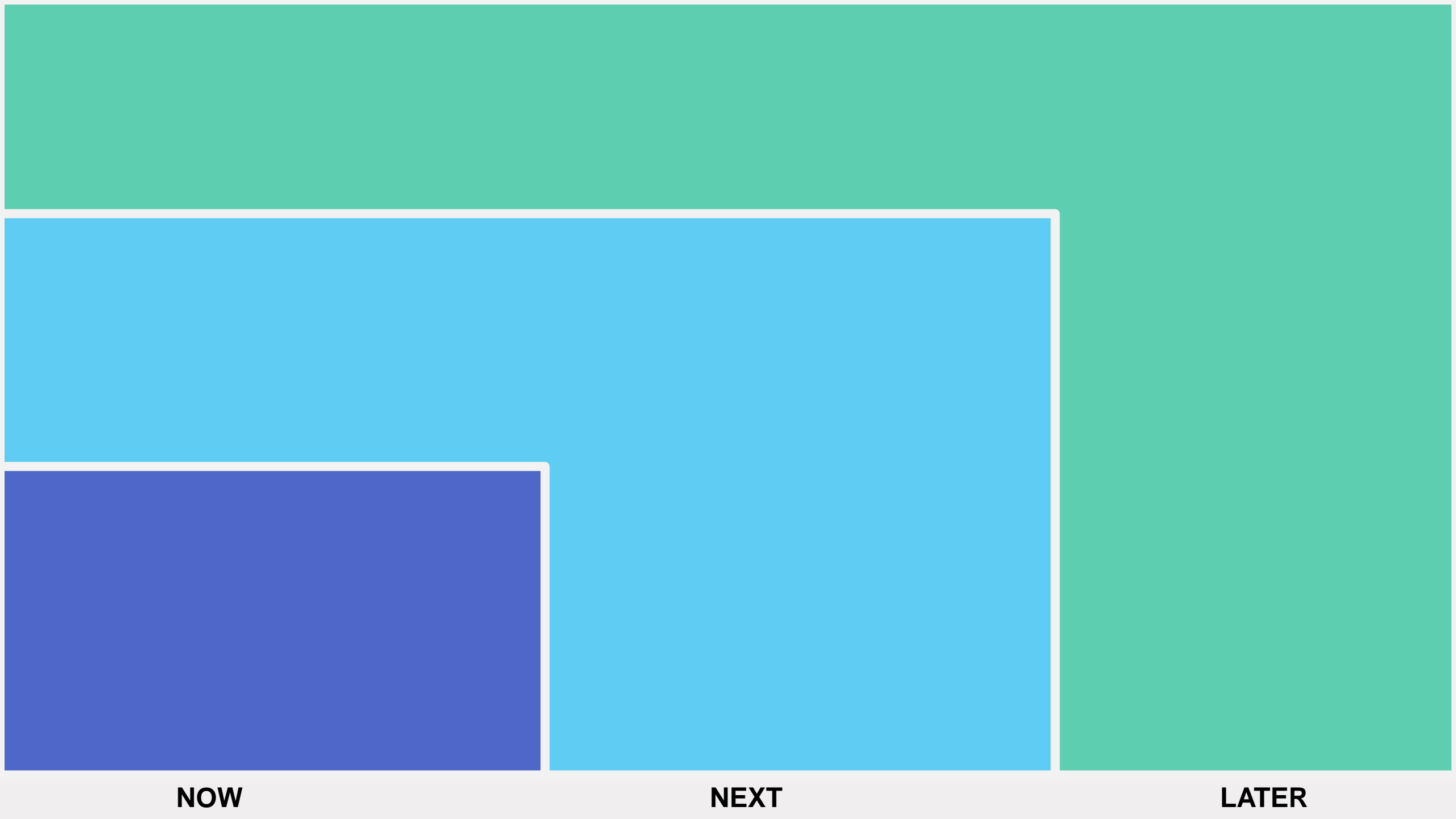
GENERAL CHALLENGES:

1. **UWP Incompatibilities** – functionalities working in Unity but not in the HoloLens
2. **HoloLens Testing** - HoloLens Setup for PSM; needs some adjustment in wheelchair
3. **Hardware Constraints**

HOLOLENS TESTING

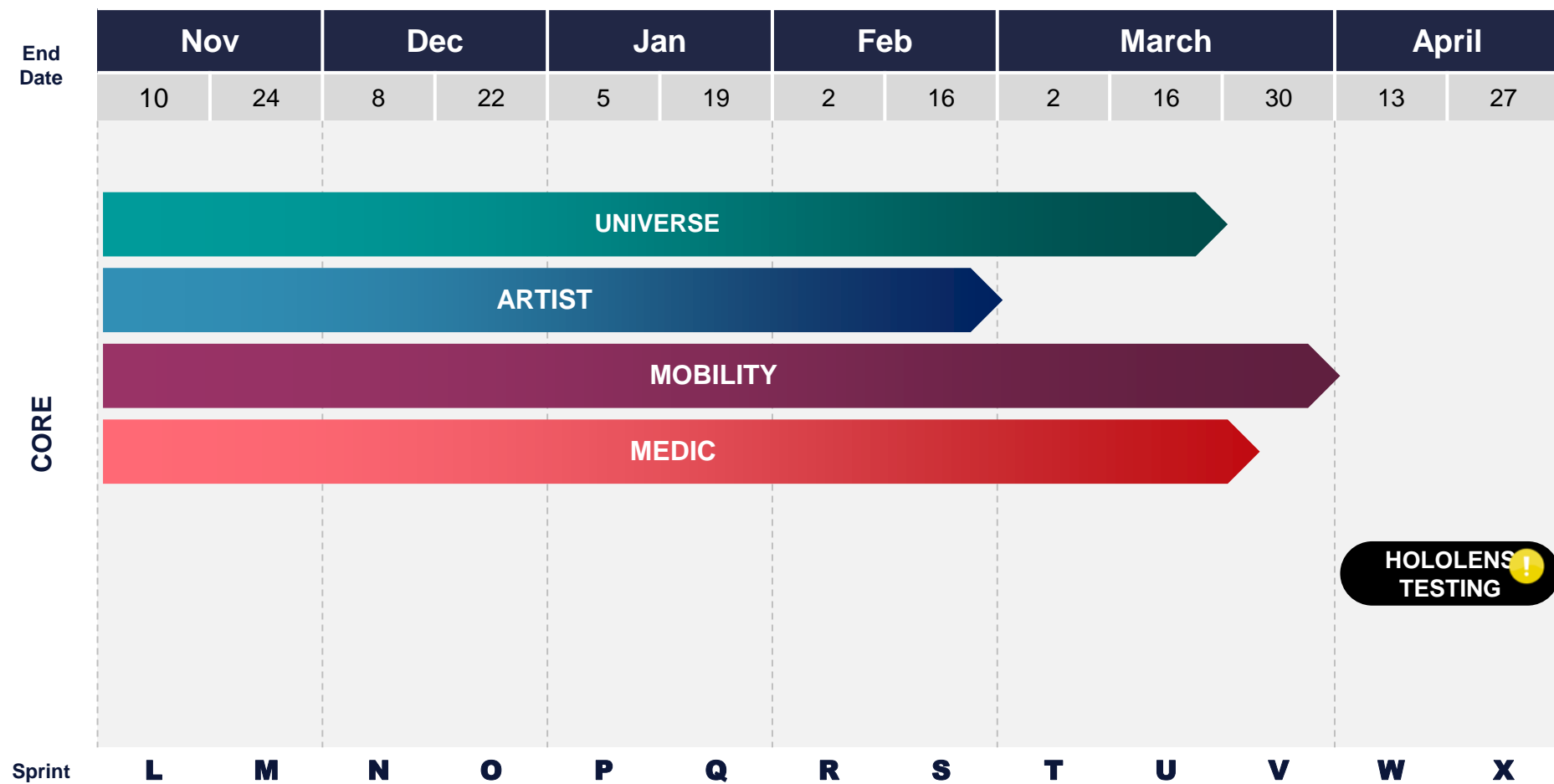
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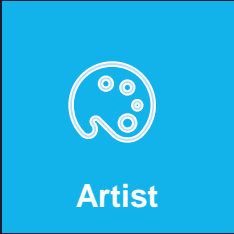
CYBORG 1.0 ROADMAP



GENERAL CHALLENGES:

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2. **HoloLens Testing** - HoloLens Setup for PSM; needs some adjustment in wheelchair
3. **Hardware Constraints**

Cyborg Universe



API & SERVICES

WORD PREDICTION

MUSIC PLAYER

NOTIFICATION API

CEREVOICE API

EMAIL API

NEWS API

SPEECH ASSISTANT

VUPLEX BROWSER

ART CREATOR

MOBILITY API

SPATIAL MAPPING

MEDIC API

External

ETL

Speech Suggestion AI

Pipeline Databricks

Voronoi & Distance Transformation

STORAGE

Blob Storage

Music

Speech

People

Personal Files & Gallery

Art Gallery

Map

Oximeter Data

Trilogy Data

DEVICES

Avatar (OUTPUT)

Microphone (INPUT)

Pi

OMNI

Permobil Wheelchair (OUTPUT)

HoloLens (INPUT)

Mobile

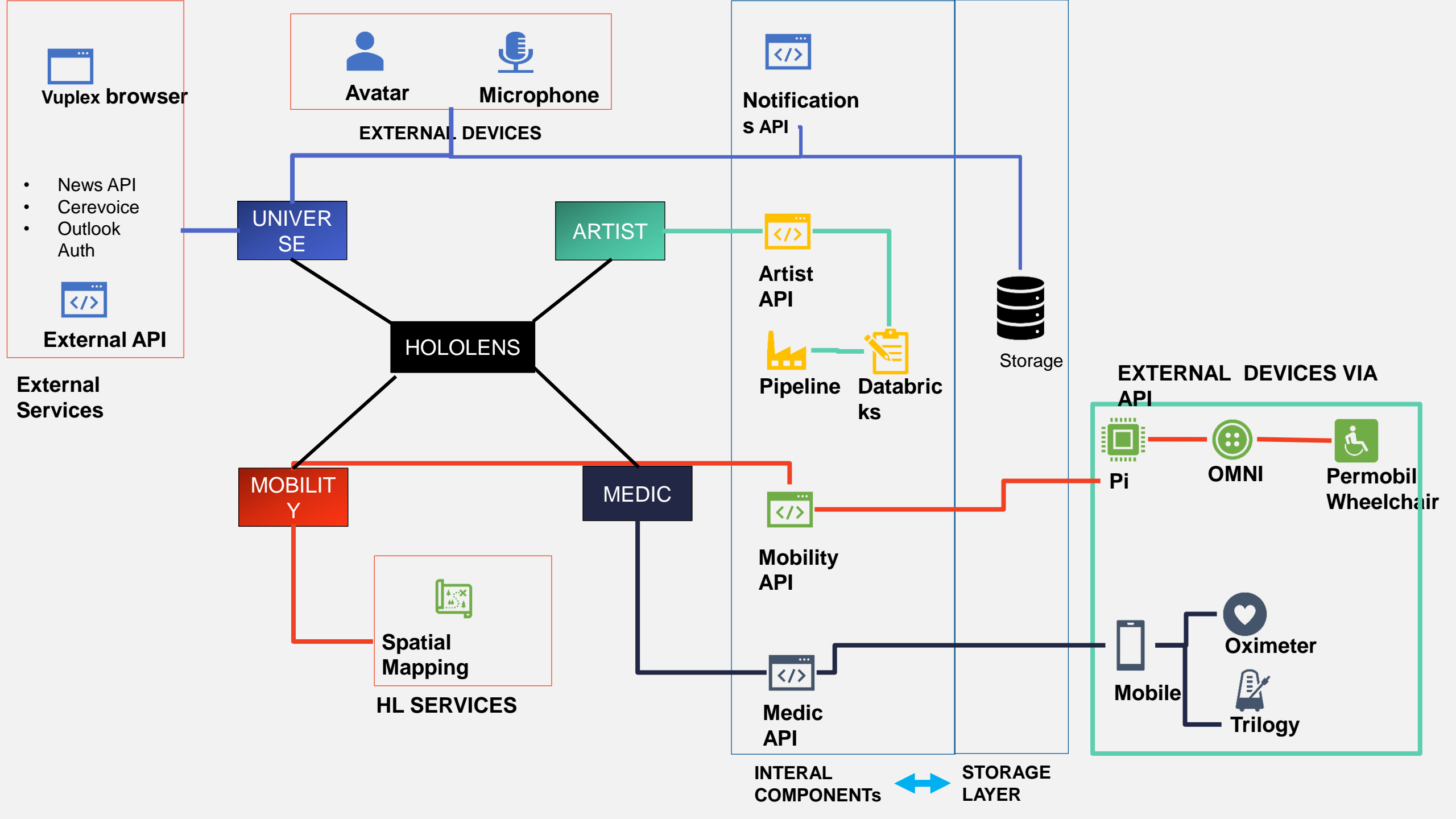
Oximeter (INPUT)

Trilogy (INPUT)

Display (OUTPUT)

Speakers (OUTPUT)

CLOUD





Universe

SPEECH ASSISTANT

CORNER CONTROLS

SETTINGS

MUSIC PLAYER

NEWS WIDGET

EMAIL WIDGET



Artist

THEME SELECTION

GALLERY

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CROP PEOPLE

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Mobility



edic

MUSIC PLAYER

NOTIFICATION API



CEREVOICE API

EMAIL API



NEWS API

SPEECH ASSISTANT



FUNCTIONAL COMPONENTS

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GALLERY

COMPOSITION SELECTION

ART CREATOR PAGE

CROP PEOPLE

PHOTOMOSAIC

THEME SELECTION

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