Storyboard

Panel 1: Research & Ideation
scene: Conducting extensive research on AR/VR wearables, identifying gaps in interaction, accessibility, and immersion.
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Panel 2: Sketching & Wireframing
scene: Using Figma, you create wireframes outlining the core features like gesture control, biometric tracking, and emotion-based interaction.

Panel 3: Prototype Development in Figma
scene: You refine the UI, adding clear navigation, intuitive buttons, and immersive UI elements designed for AR/VR headsets and wearables.

Panel 4: Gesture, Haptic & Voice Interaction Testing
scene: Features like gesture recognition and haptic feedback are tested to enhance user control and interaction depth in VR environments.

Panel 5: Immersive User Experience & Feedback
scene: The system adapts based on heart rate & facial expressions, offering personalized AR/VR experiences for fitness, work, and entertainment.

Panel 6: Finalization & Refinement
scene: You gather user feedback, iterate on UI/UX, optimize performance, and finalize the prototype for usability & innovation.