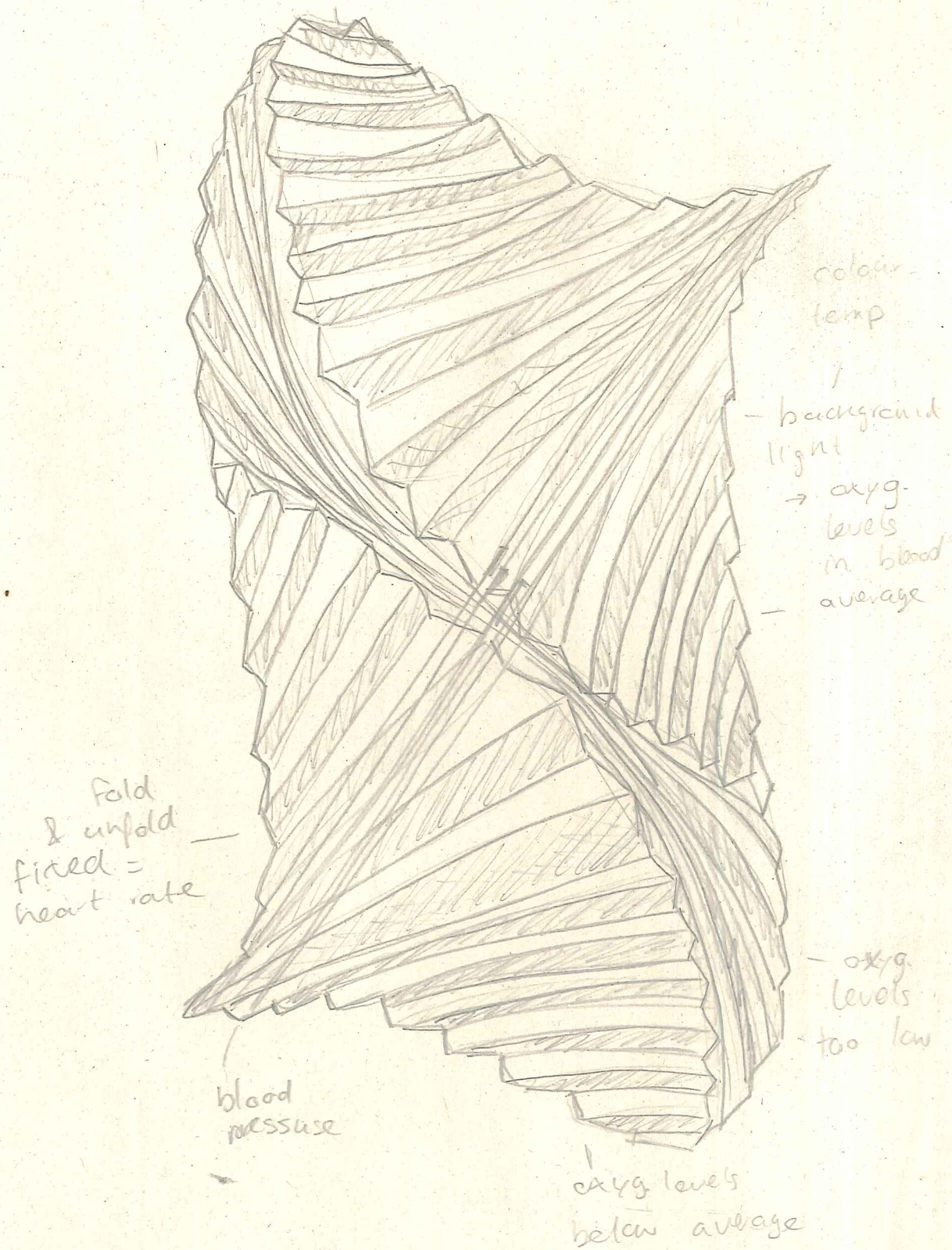
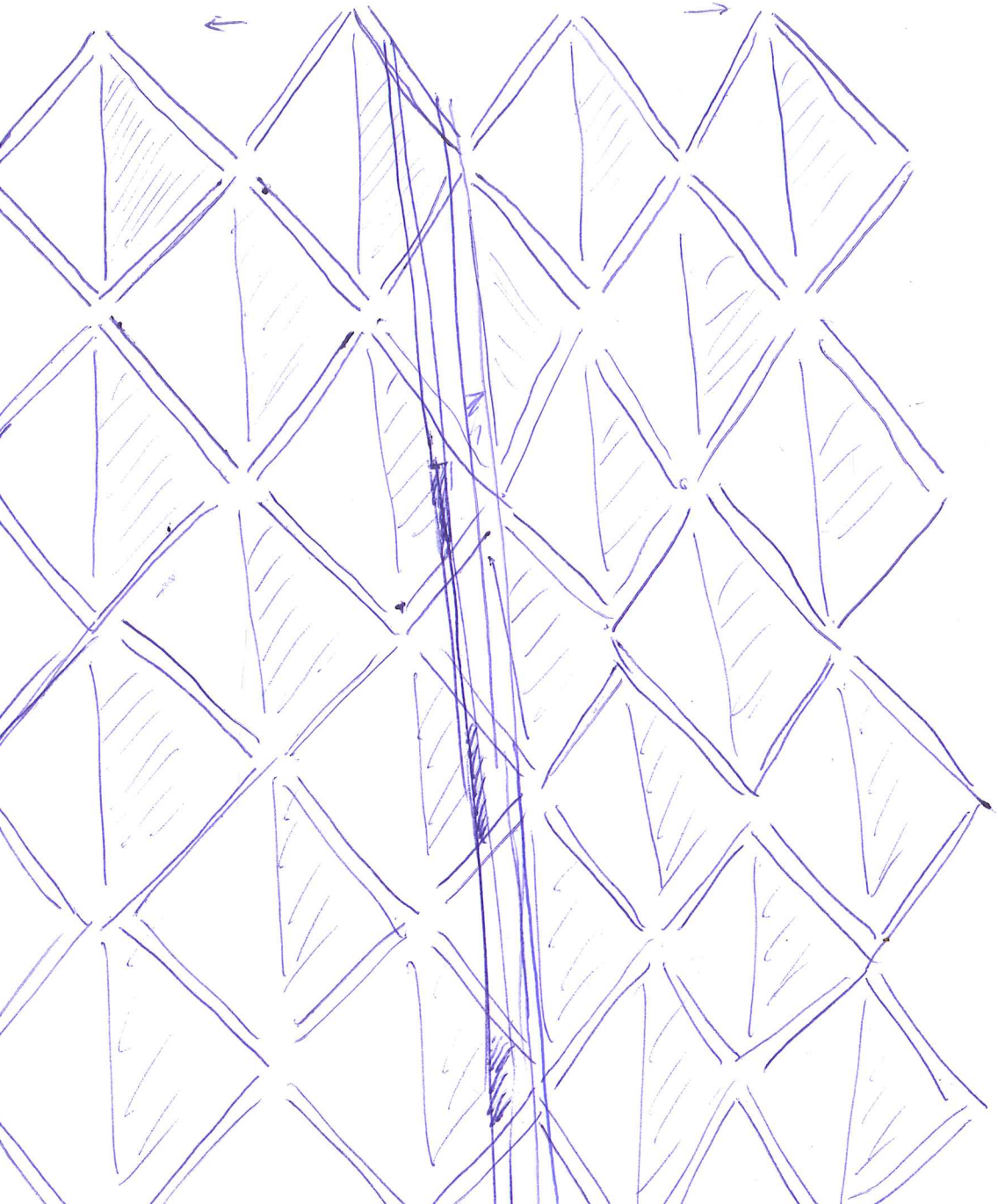
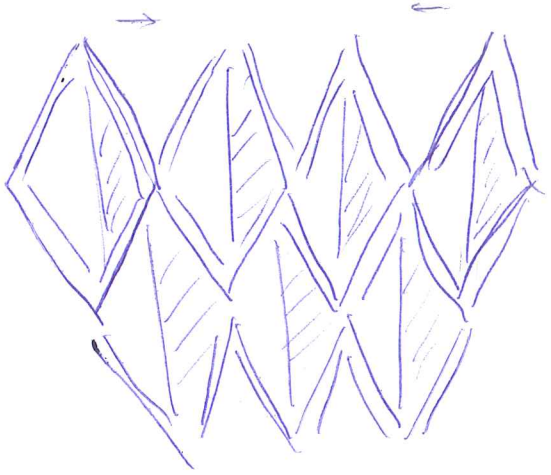
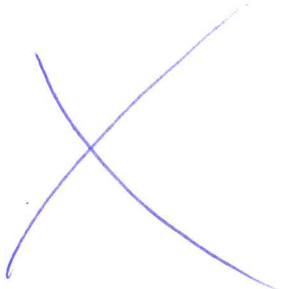

colour temp
background light
→ oxyg. levels in blood
average
fold & unfold fixed = heart rate
oxyg. levels too low
blood pressure
oxyg levels below average

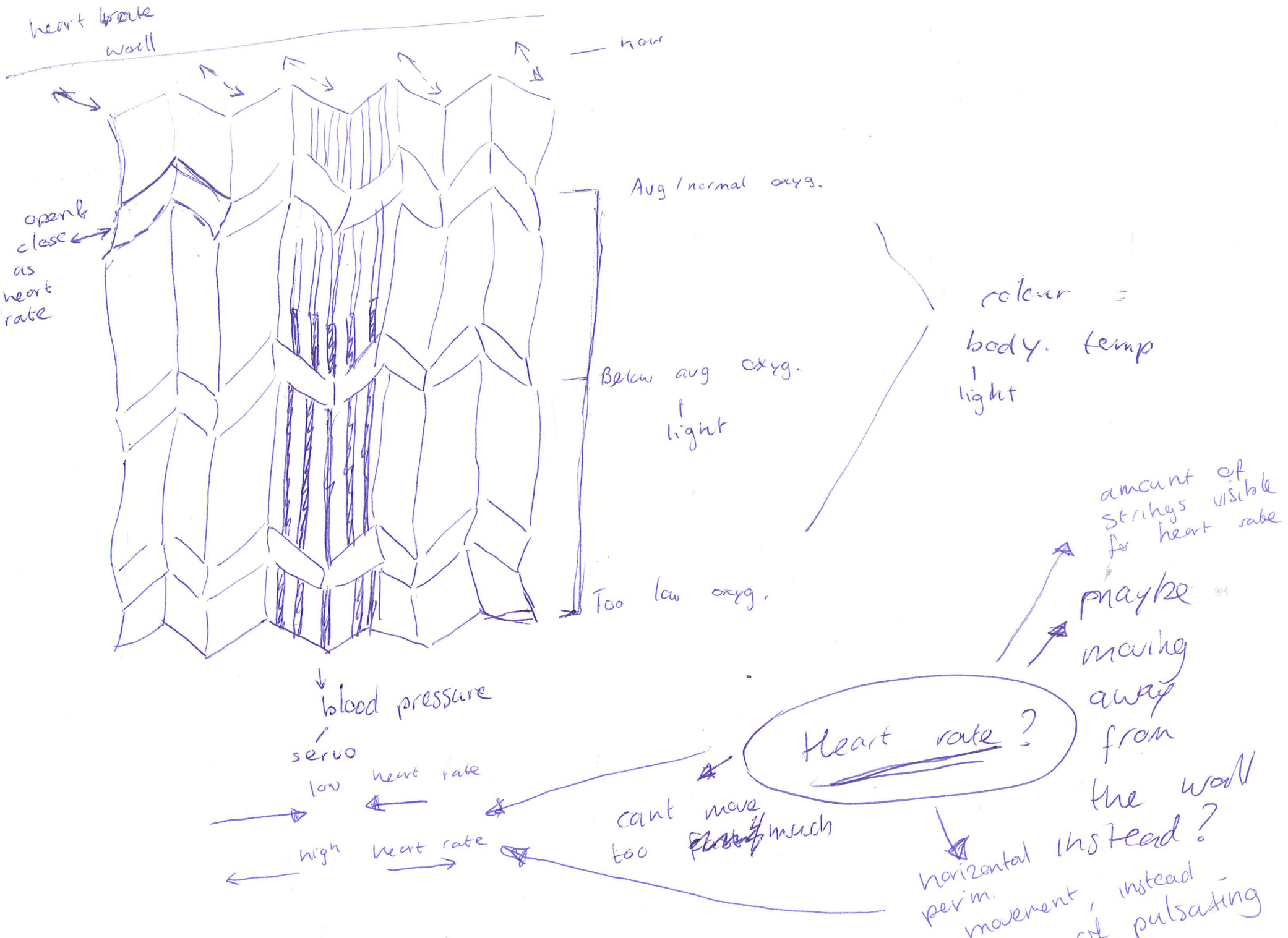
high heart rate

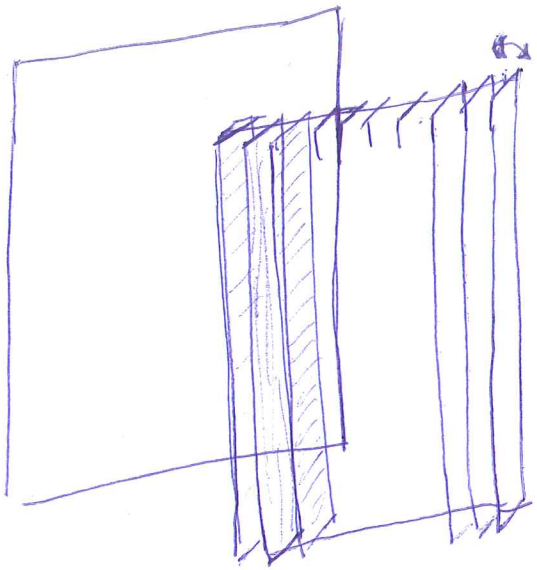


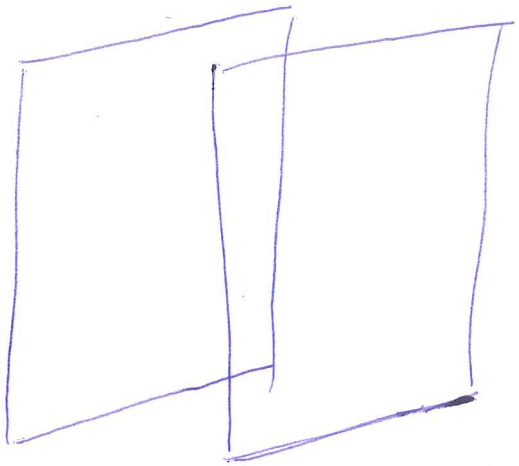
low heart rate



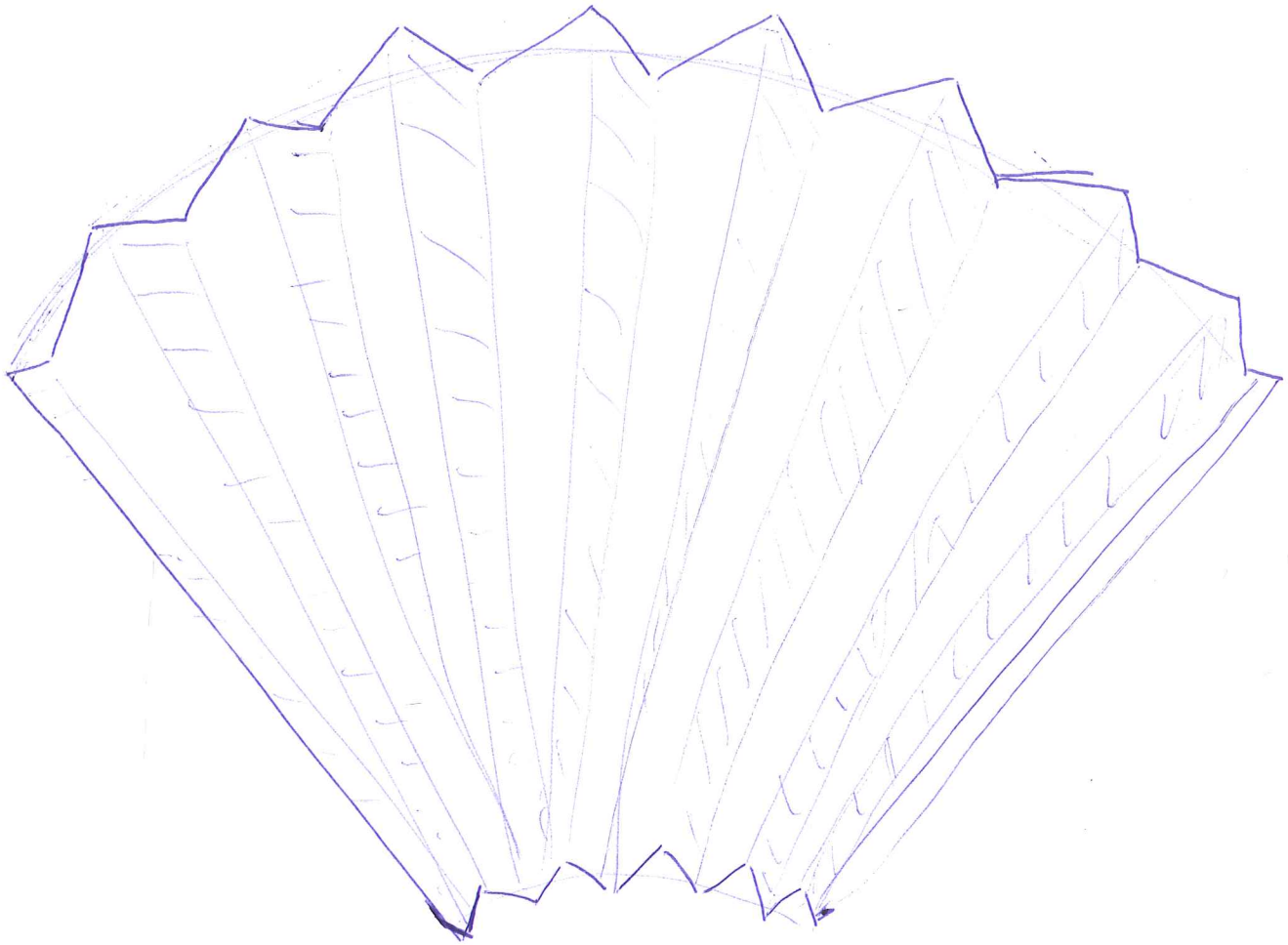



heart beat wall
— how
open & close as heart rate
Avg / normal oxyg.
Below avg oxyg.
light
Too low oxyg.
colour =
body. temp
light
blood pressure
servo
low heart rate
high heart rate
Heart rate ?
cant move too much
amount of strings visible for heart rate
maybe moving away from the wall instead?
horizontal instead
perim.
movement, instead
of pulsating





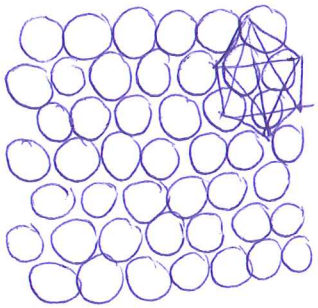
2 layers,
one partially
covering other →
lot of cover low heart rate
little cover high heart rate

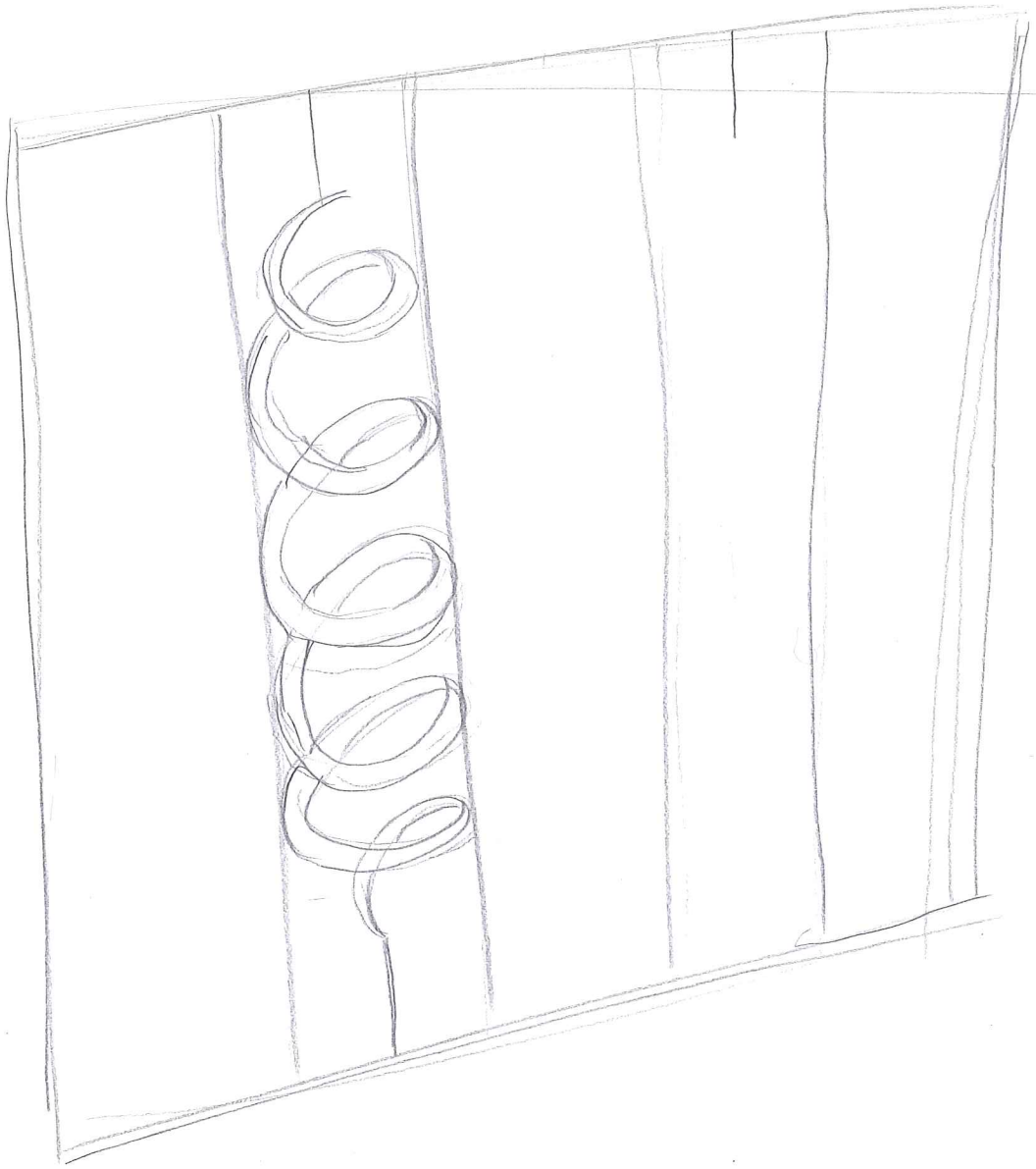


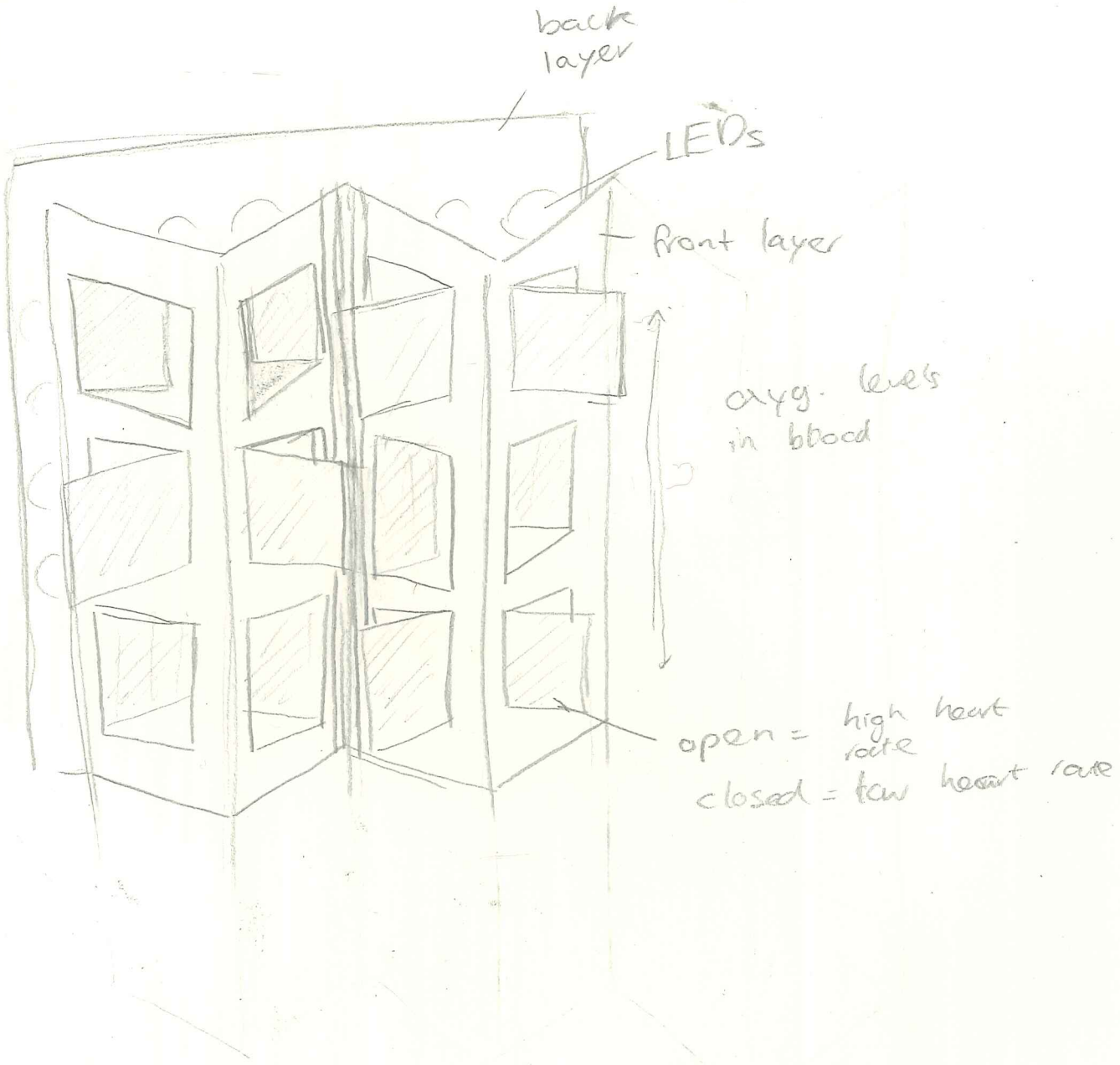
- Heartrate - low, avg, high
- Temp - low, avg, high
- Oxyg. levels - ~~low, av~~ avg, below, too low
- Blood pressure - low, avg, high.

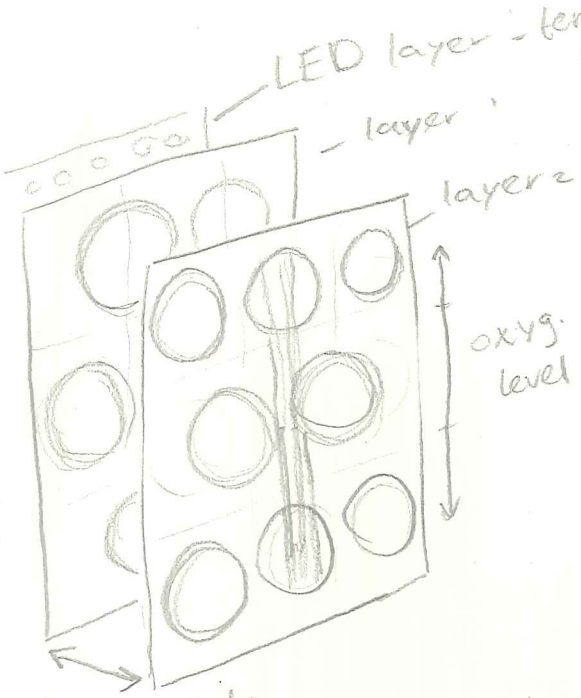
Animated works well, but doesn't work in big grid

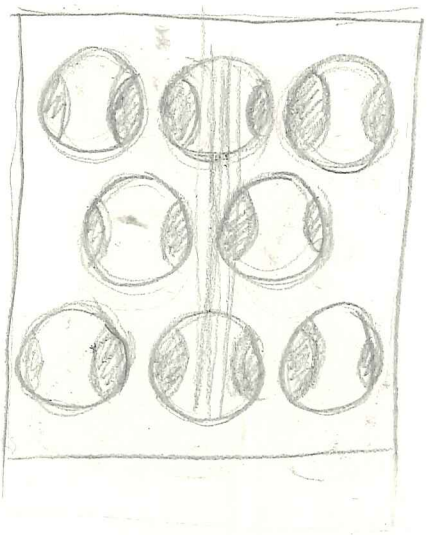
back layer front layer → front layer percentage / amount of covering back layer heart Rate

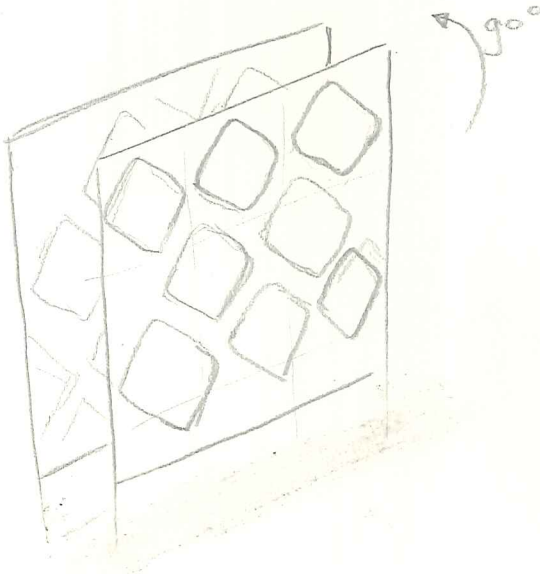


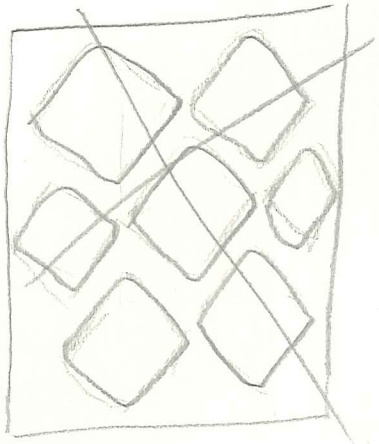


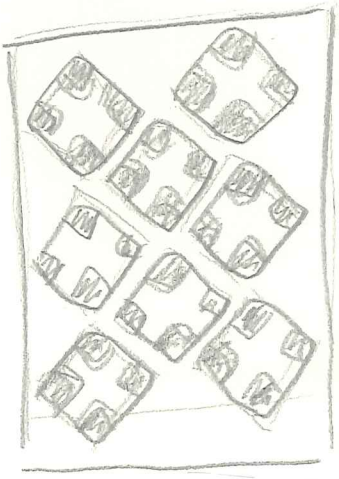

back layer
LEDs
front layer
oxyg. levels in blood
open = high heart rate
closed = low heart rate

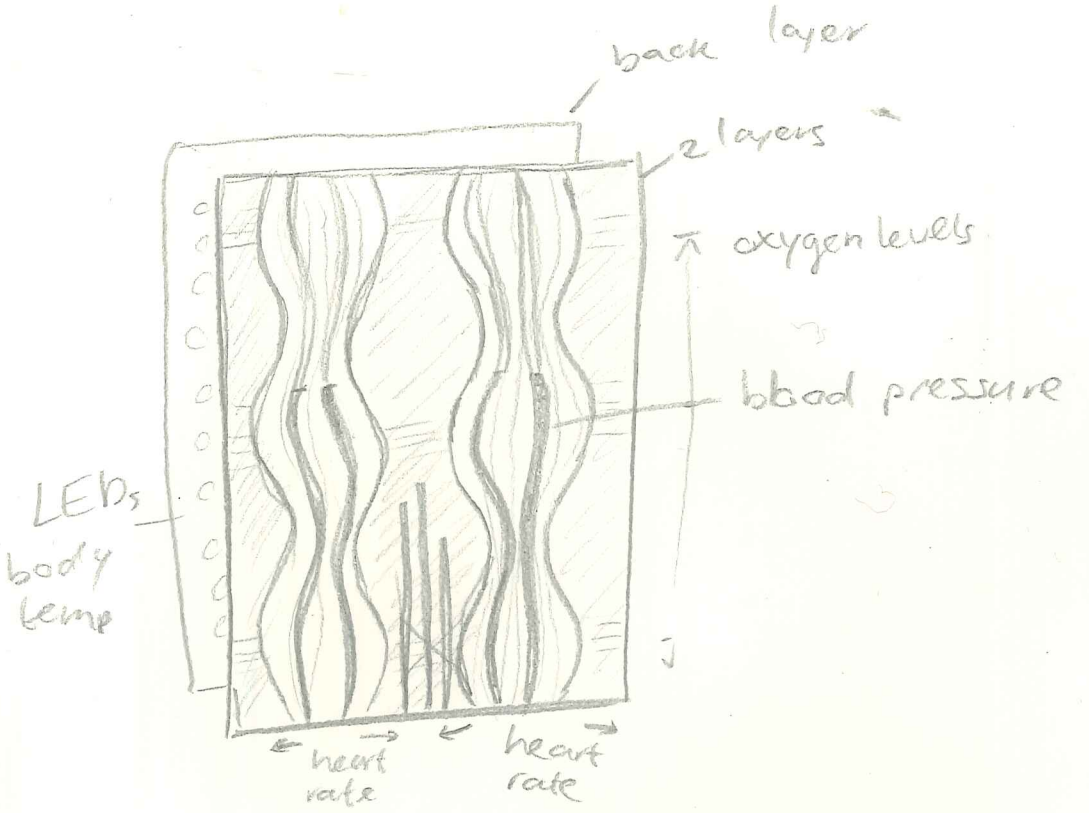

LED layer - temp = colour
layer 1
layer 2
oxyg. level
heart rate
↳ casting of shadow &
changing pattern

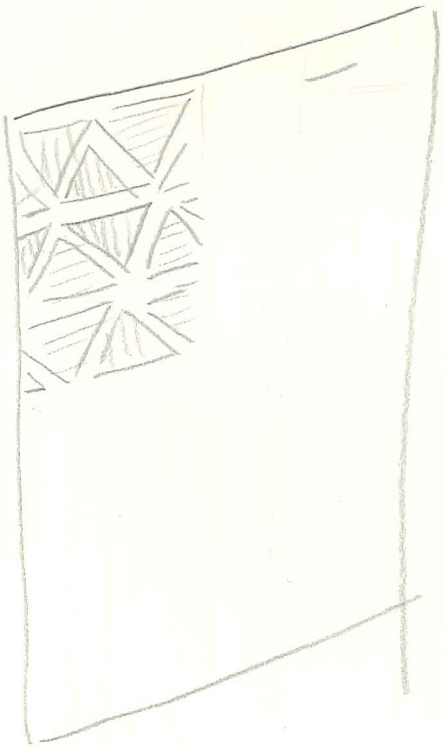


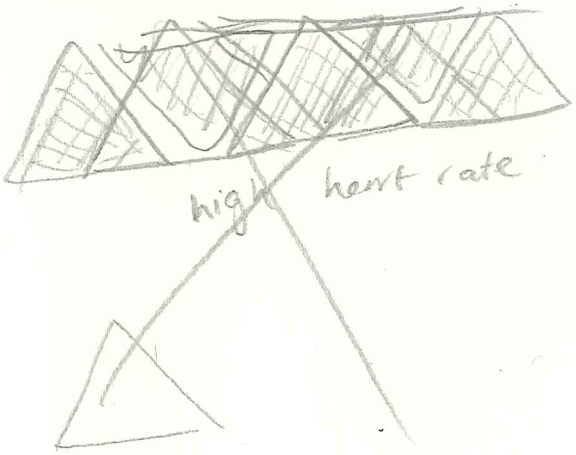

90°

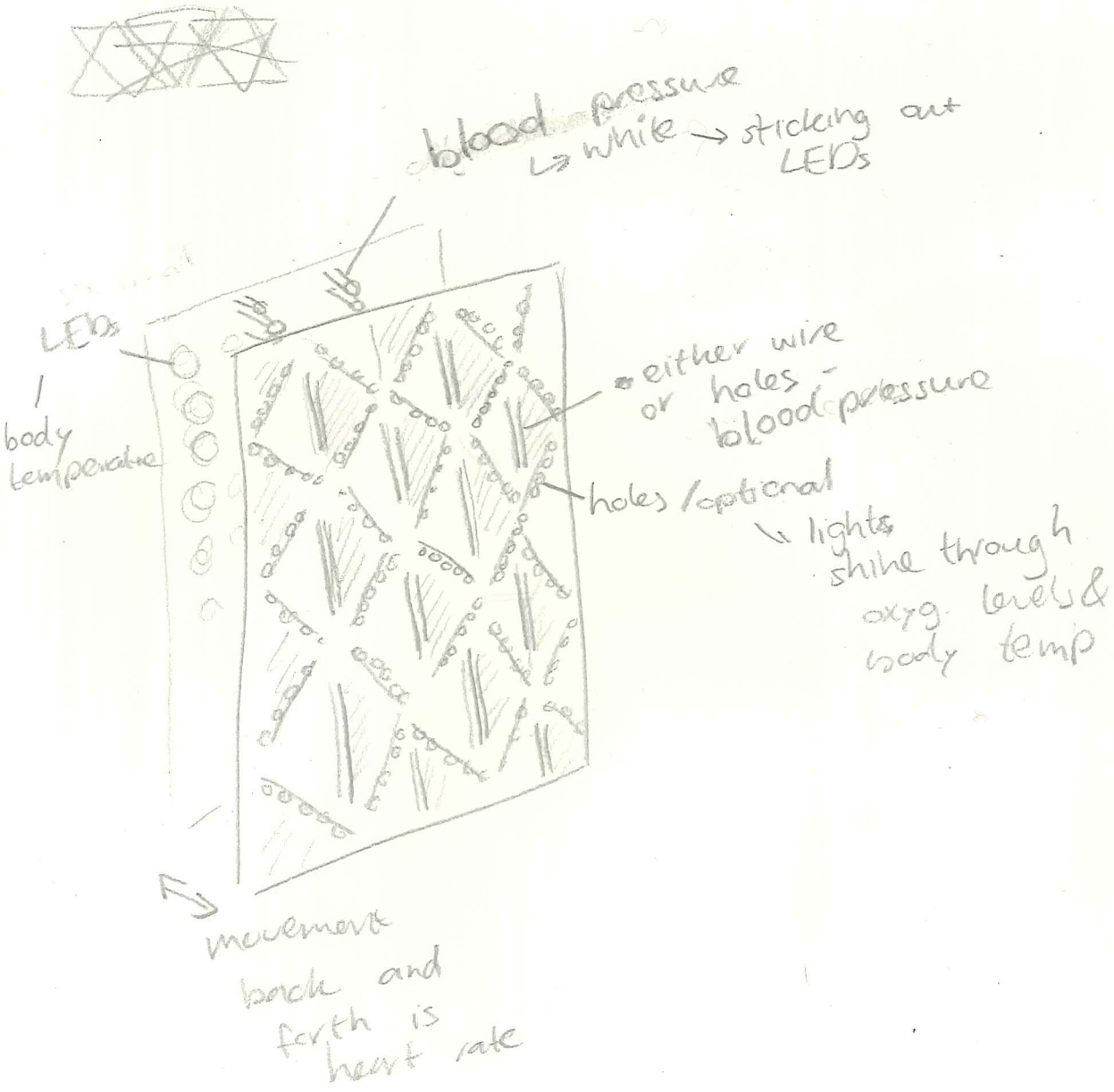





back layer
2 layers
oxygen levels
blood pressure
LEDs
body temp
heart rate
heart rate




high heart rate


blood pressure
↳ white → sticking out LEDs
LEDs
/
body temperature
either wire or holes - blood pressure
holes / optional
↳ lights shine through oxy. levels & body temp
movement back and forth is heart rate

- wave-like structure from further away