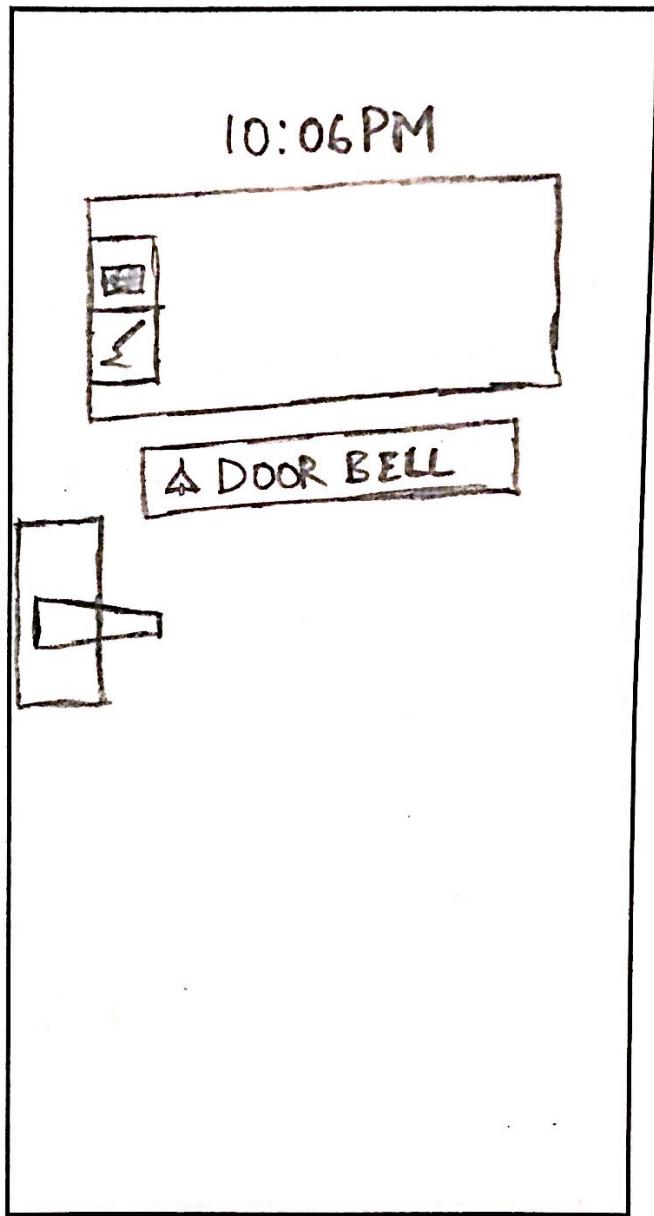
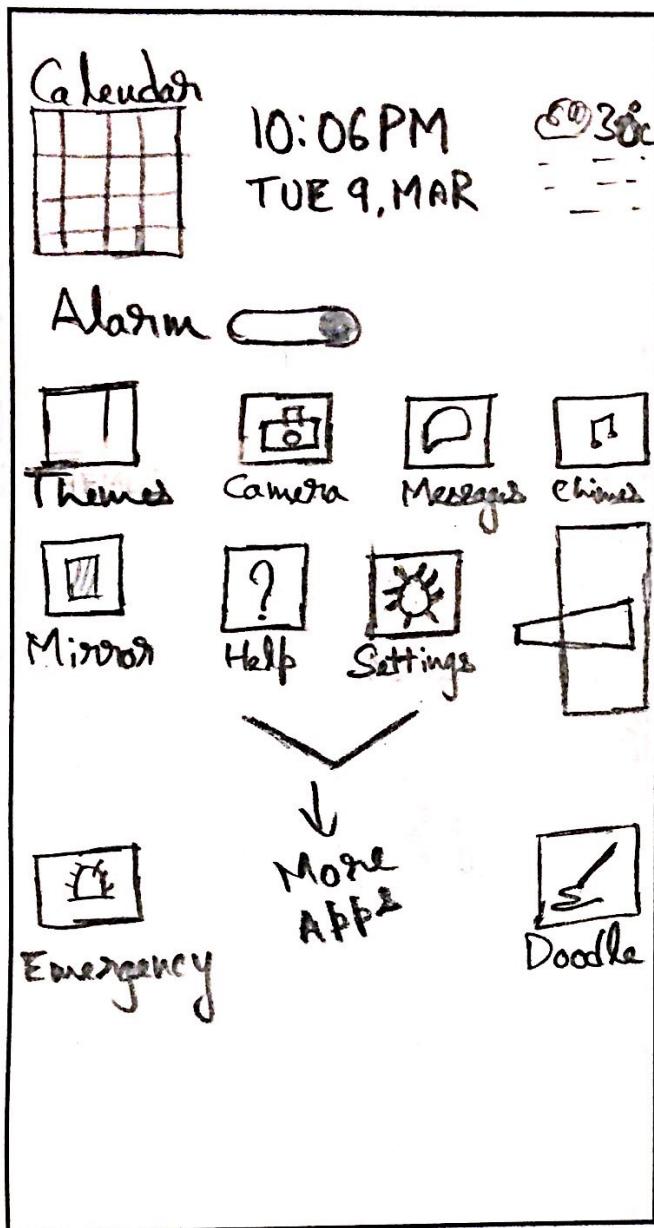


Inside

Before

Outside



- Main view or Home screen of both the inside and outside of the door
- User wants to unlock the door from the outside.
- User gets his phone near the door knob handle and the panel turns orange indicating it is locked. (NFC technology phone can be 20-30cm from the door)

Inside

After

Outside

Same as
Before

10:06PM



→ Phone near
the door.
→ Orange
to
Green if the phone
is paired and has access.

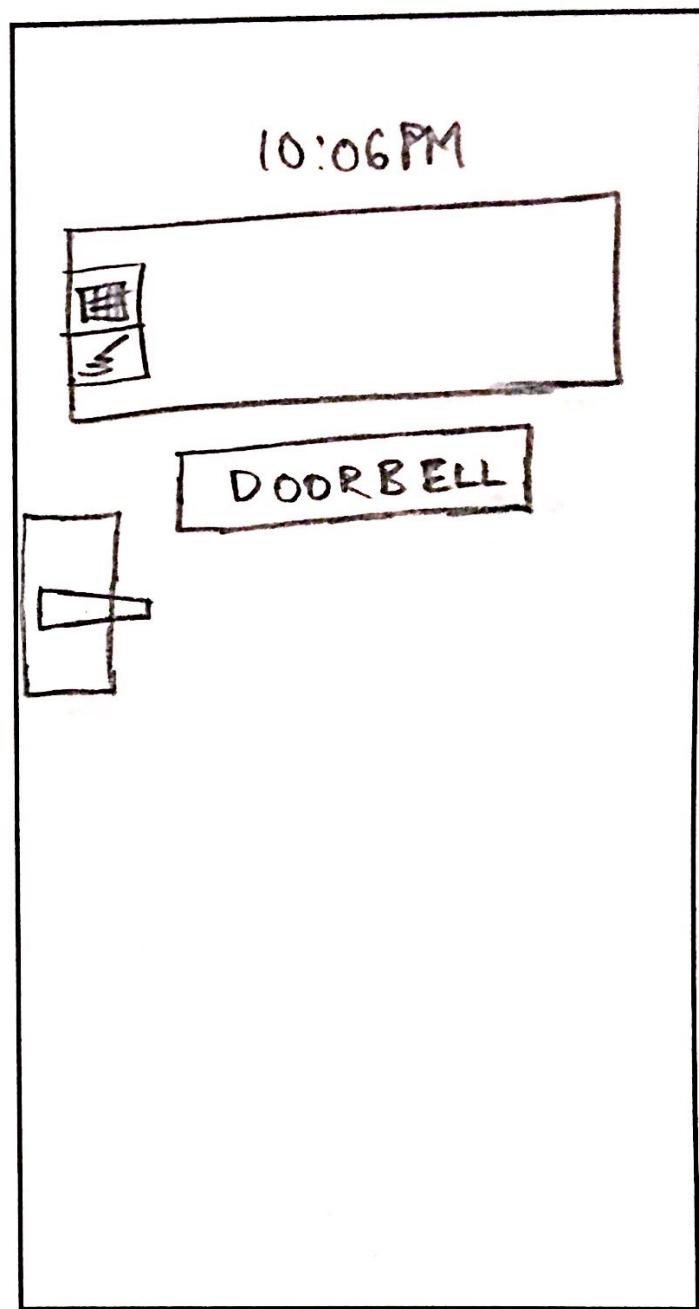
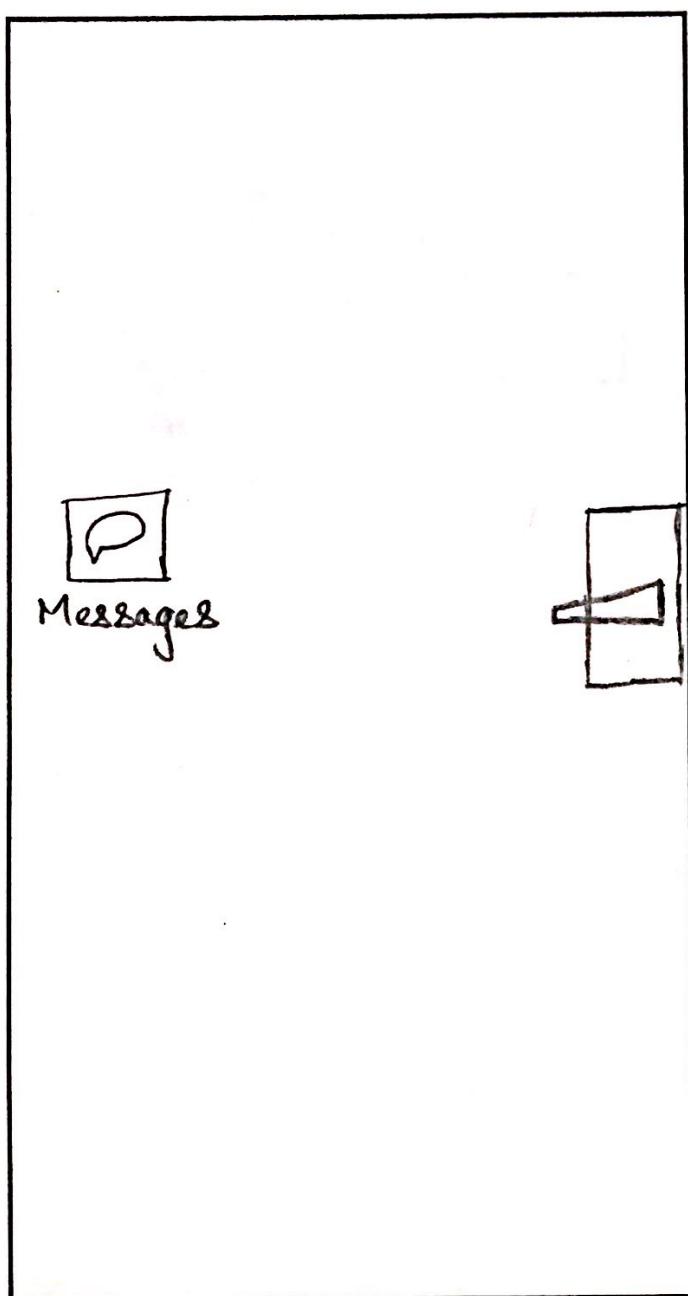
→ It detects the phone in user's pocket
if it is a paired/registered device, it
detects it and the panel automatically
changes to green.

→ The user can now turn the handle
and open the door.

Inside

Before

Outside

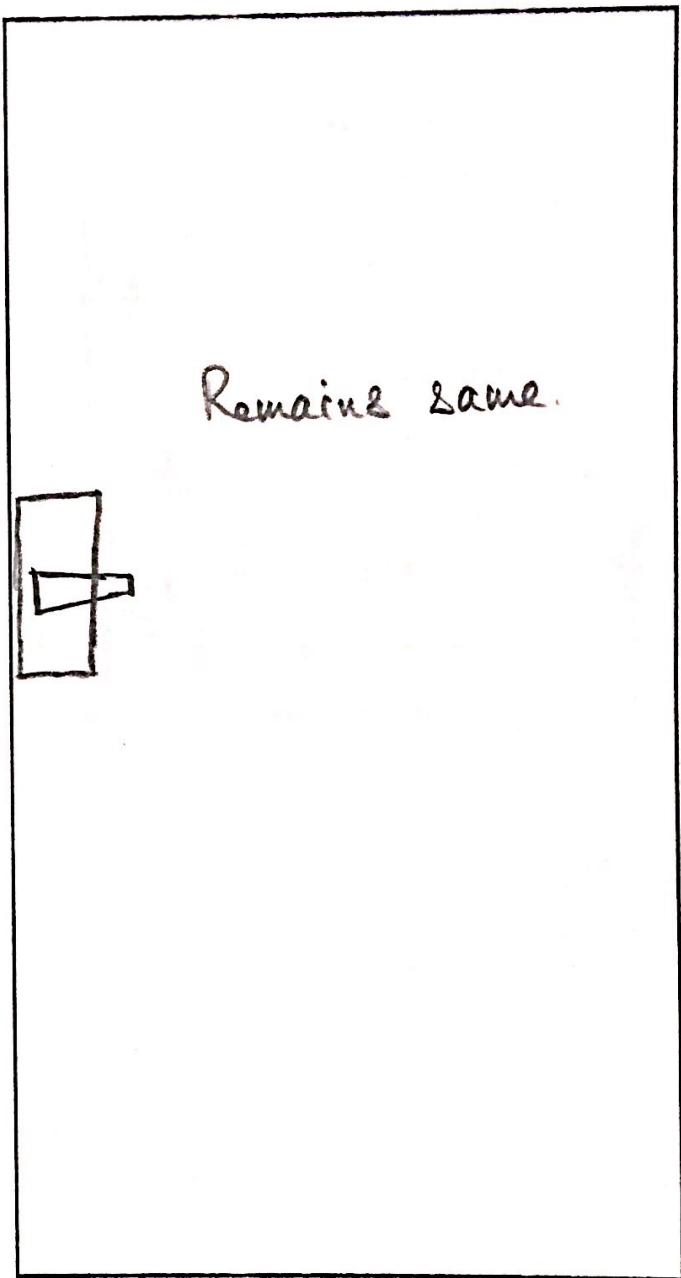
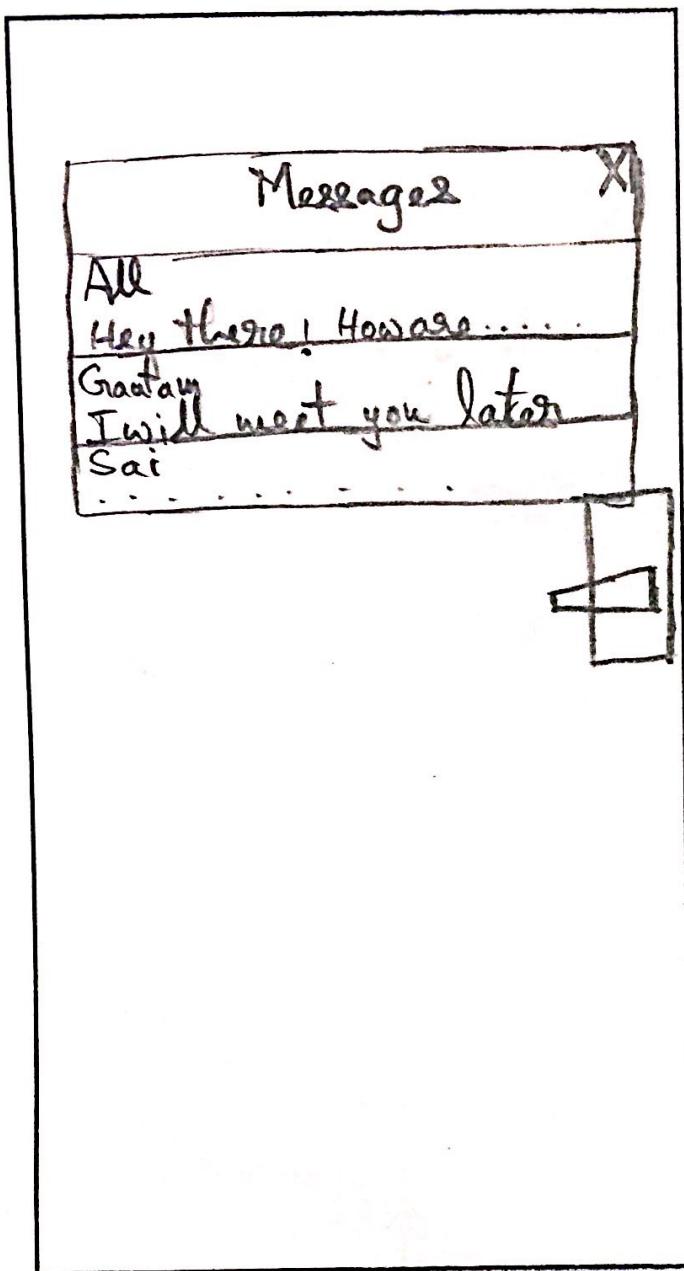


- Messages icon is present on the inside of the door.
- User wants to write a message to display on the outside of the door.
- User clicks on the messages icon.

Inside

After

Outside

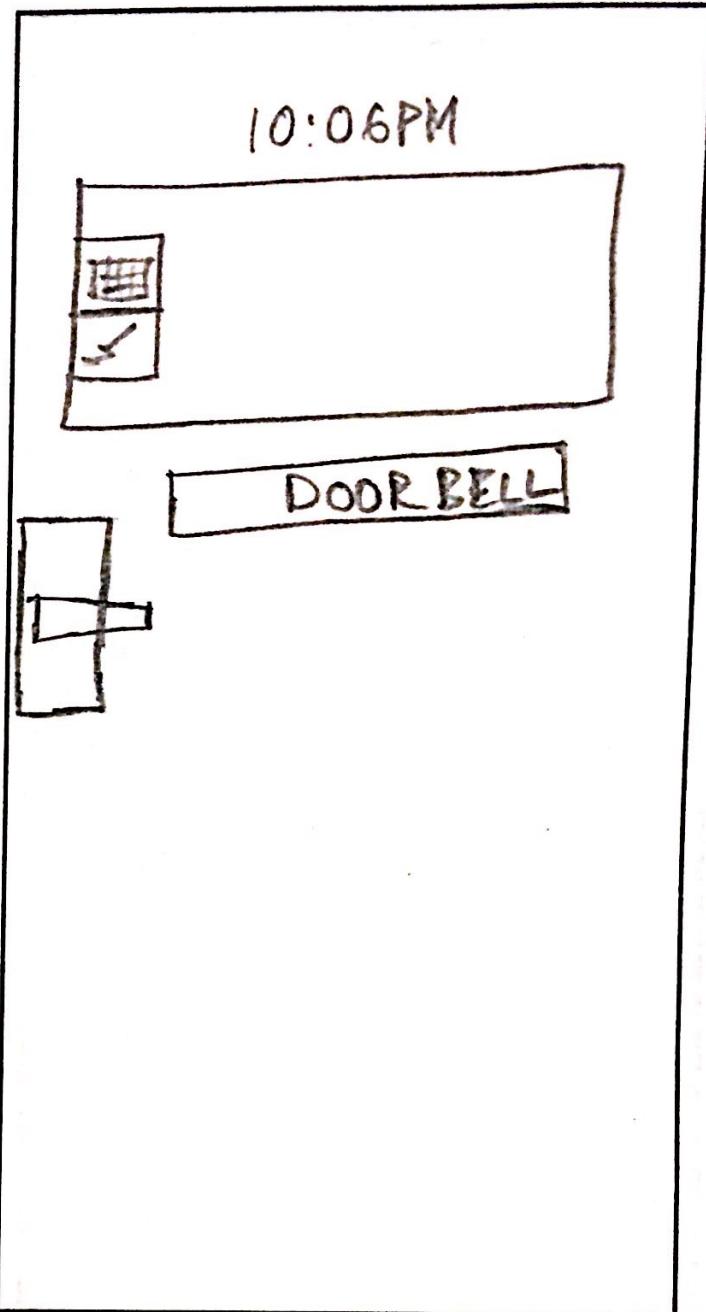
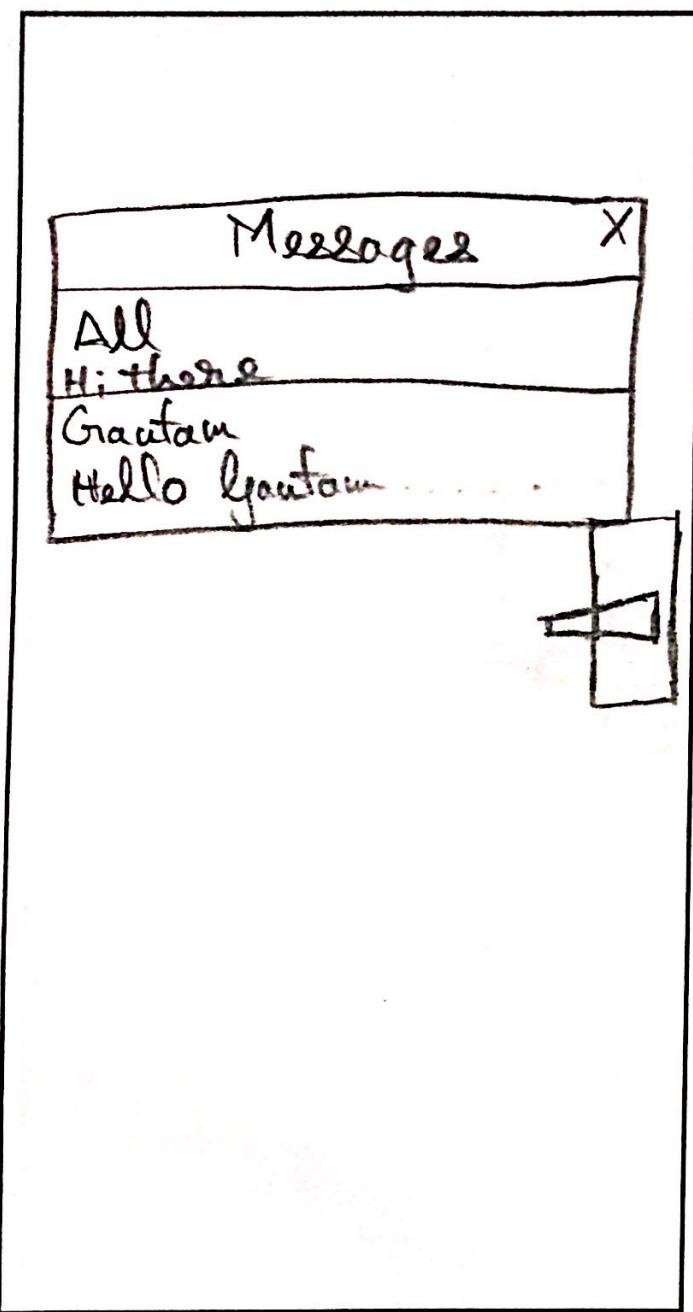


- Message screen will have a general message that will be displayed to anyone
- It can also have customized messages to contacts.

Inside

Before

Outside



- User is on the messages screen.
- He can choose to save a message on the outside of the door for "all"
- User simply clicks on the "All" tab

Inside

After

Outside

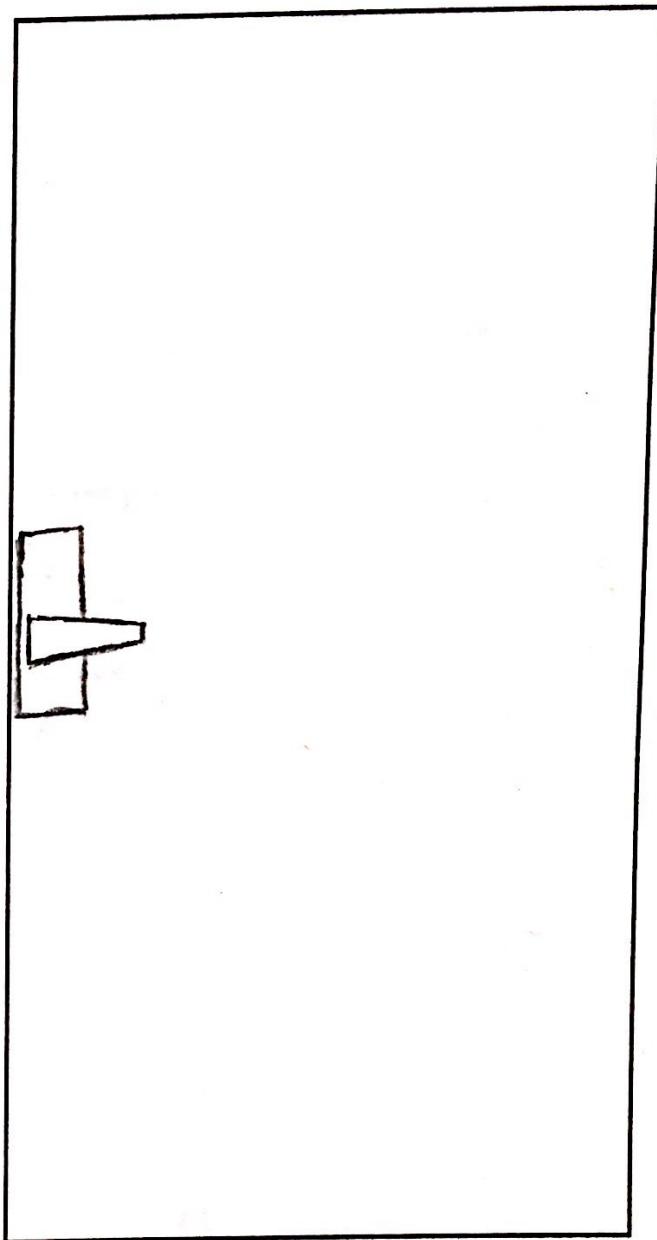
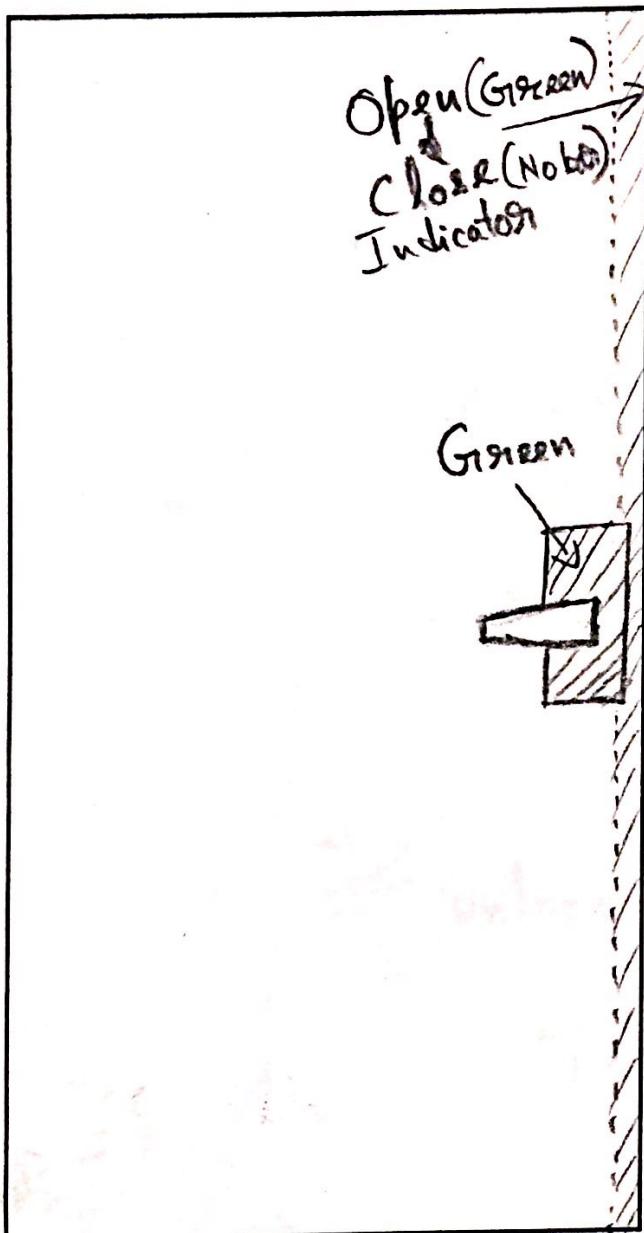


- The user is presented with a sketch pad to scribble or he can choose to get a keyboard to type in.
- Once the user clicks save, particular message appears on the outside of the door.

Inside

Before

Outside

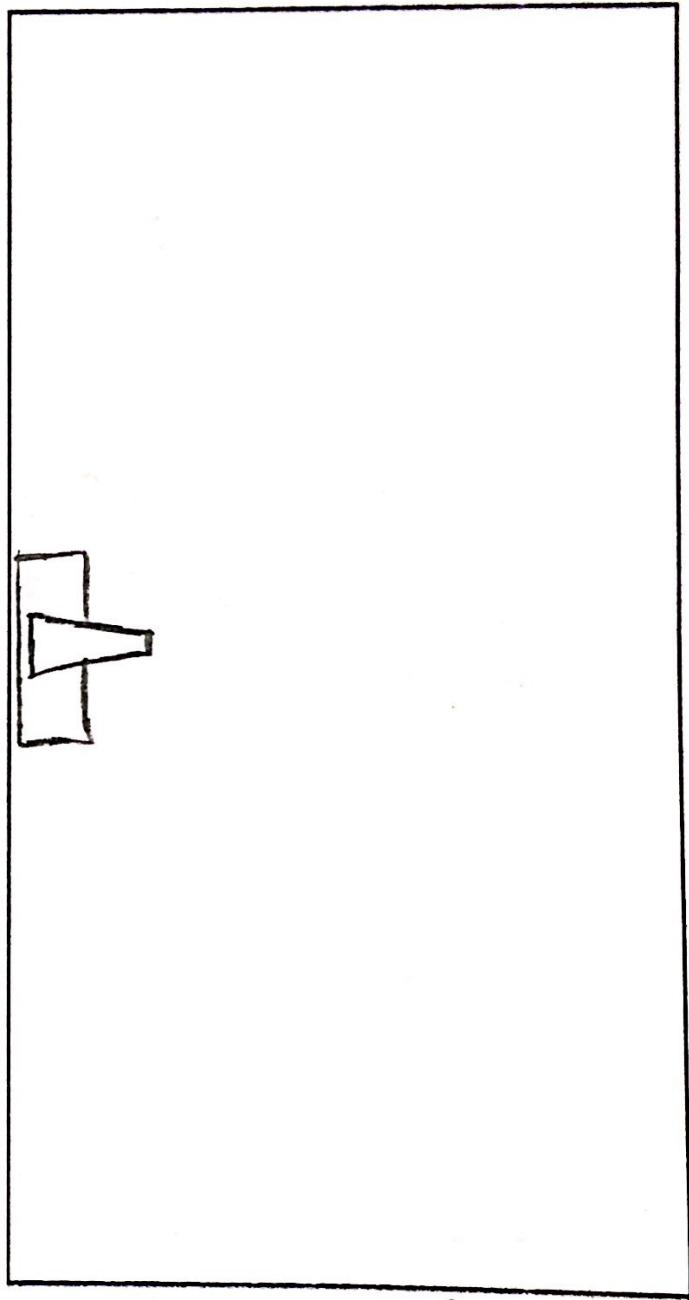
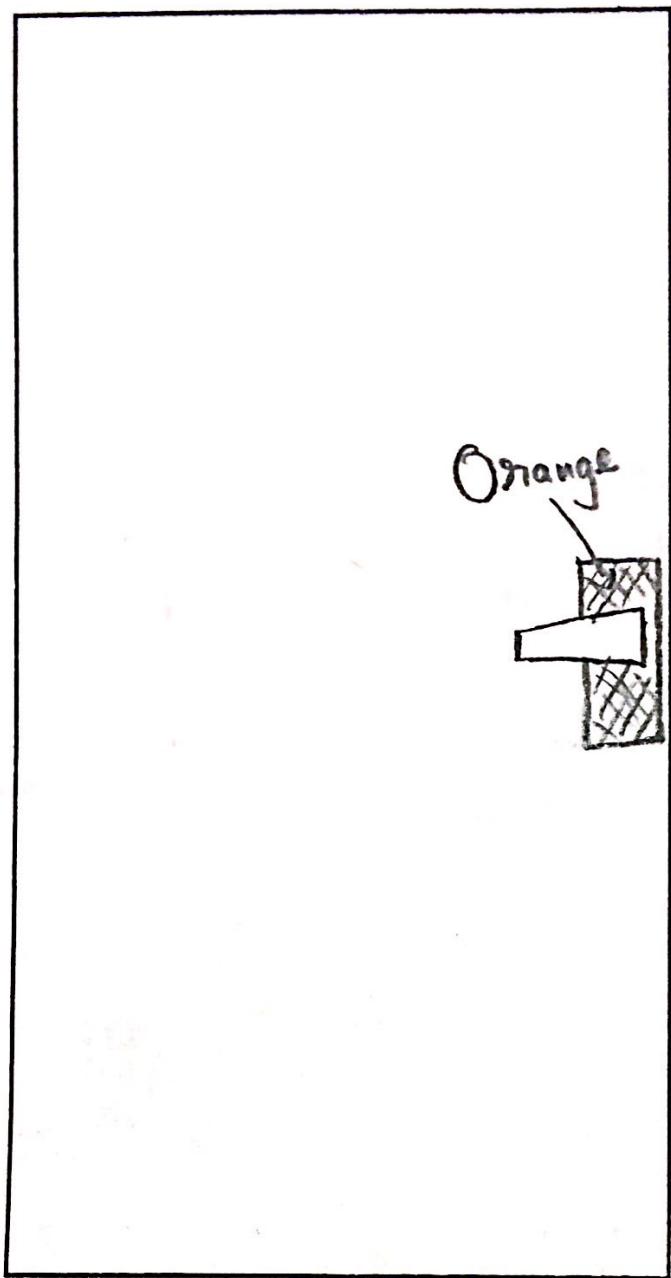


- Door is unlocked and OPEN
- Lock/Unlock panel shows green
- User can tap on the long green edge to just CLOSE the door.
- Green along the edge of the door indicate it is OPEN, it is absent when closed
- User wants to lock the door from inside.

Inside

After

Outside

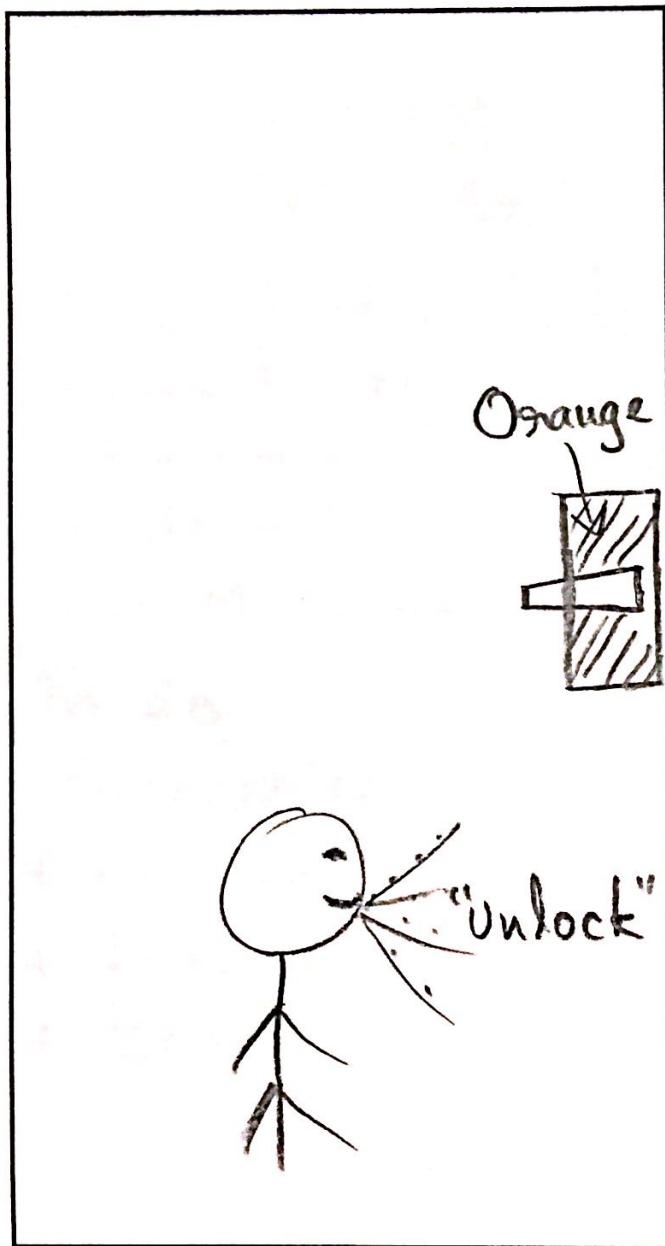


- Door is locked and closed
- Lock/Unlock panel turns orange on the inside of the door.
- Outside of the door is unaffected
- The interface to OPEN, CLOSE, LOCK, UNLOCK are also voice controlled.

Inside

Before

Outside

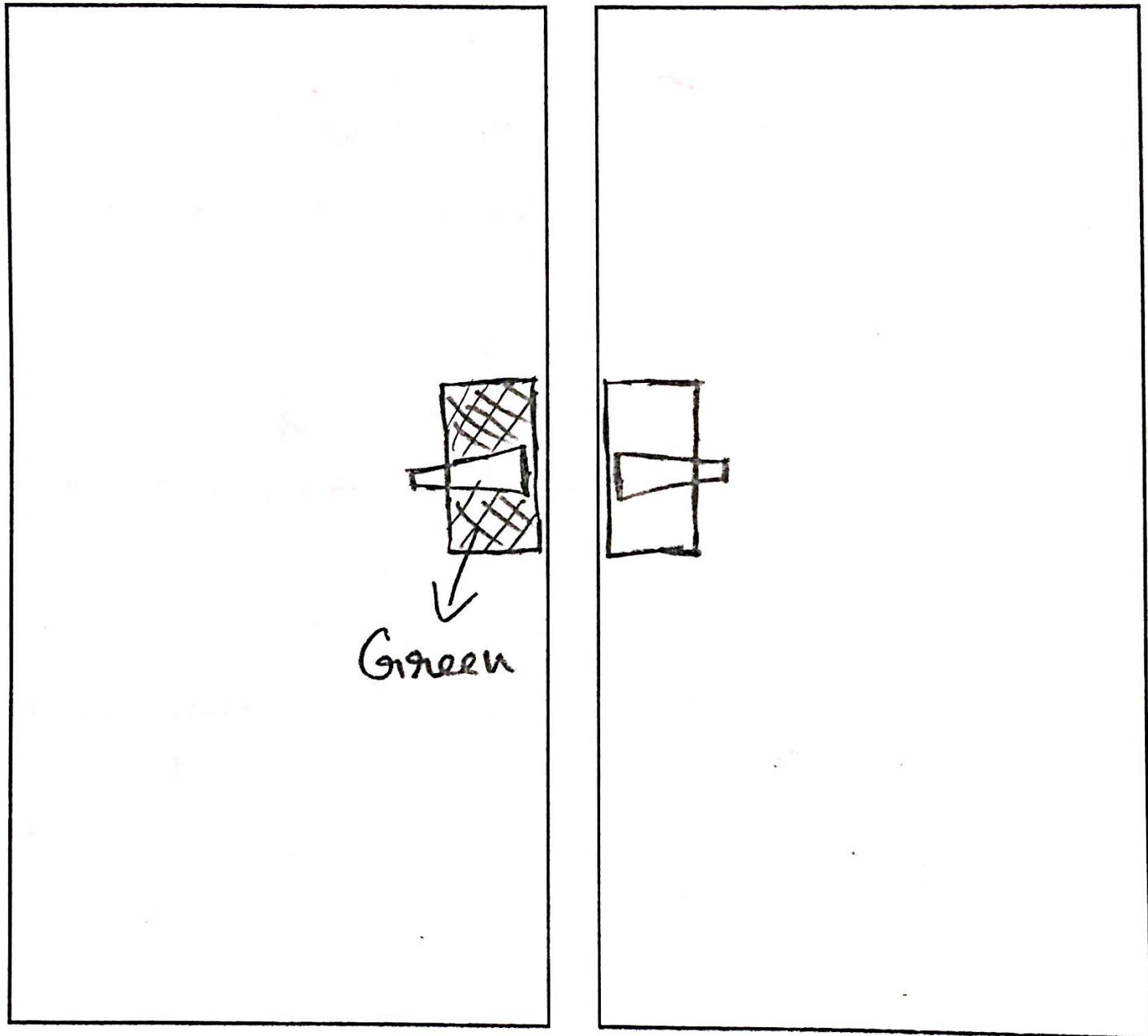


- Door is locked and closed
- User wants to open the door with voice
- User says command "Unlock" and the door is unlocked.

Inside

After

Outside



- Door unlocked by user command.
- Many commands such as "UNLOCK"
"OPEN", "CLOSE", are implemented
and will be available.

Inside

Before

Outside

10:06PM
SAT, 11 Mar

30°C Partly Cloudy
24 minutes to Office
10.00AM — Meeting
12.00PM — Lunch
2.00PM — Discussion



To do

+ Groceries
+ Laundry
+ Loewel
+ Bank



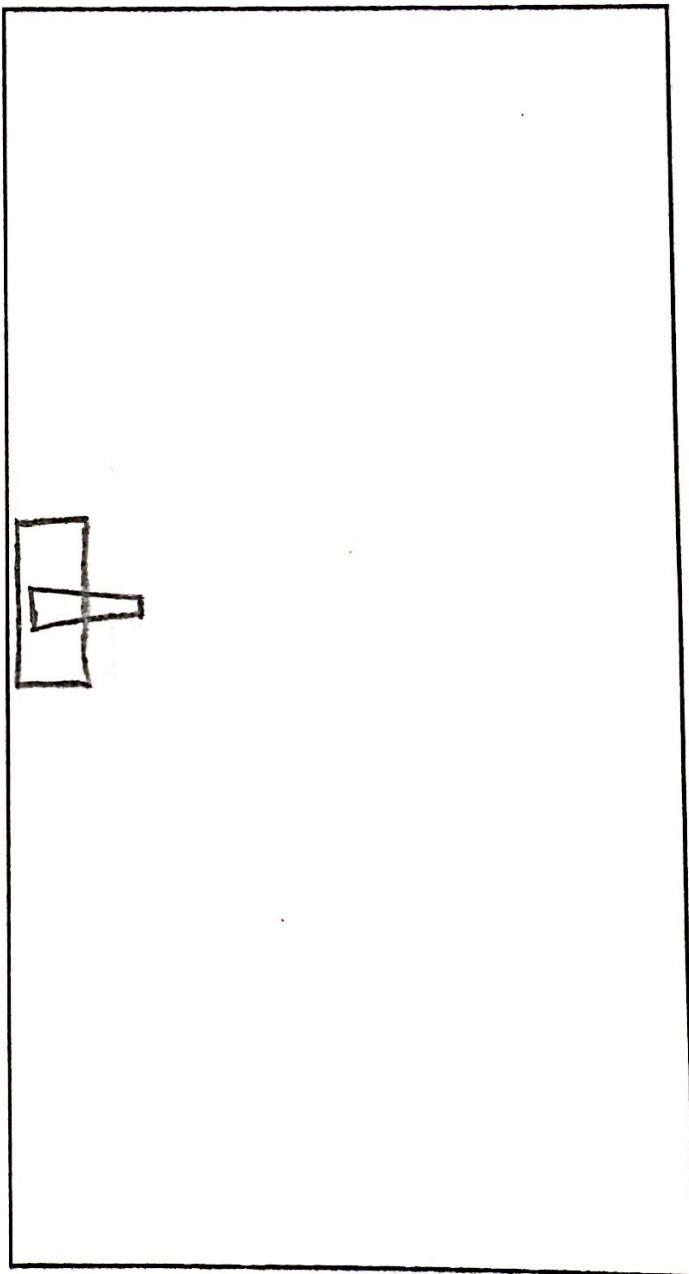
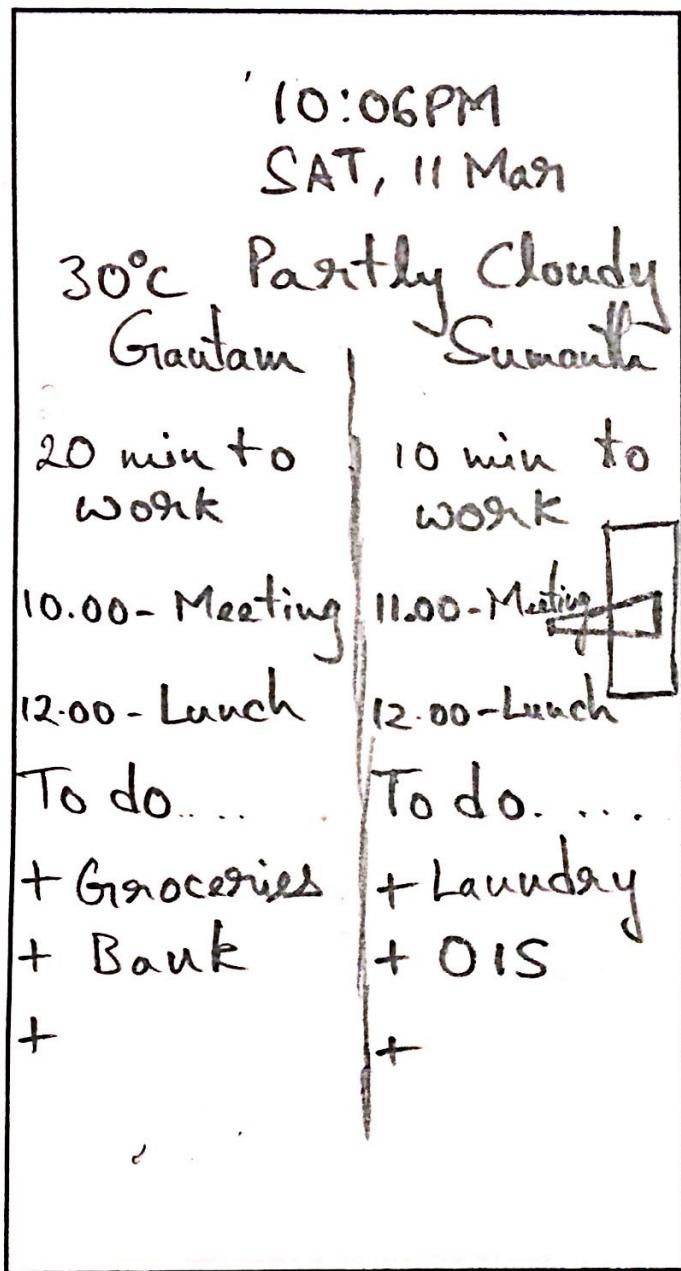
→ When a user is approaching the door with his phone in his pocket, and the phone is paired with the door.

→ The door shows personalized information, his daily calendar, to do lists, time to reach to office etc.

Inside

After

Outside

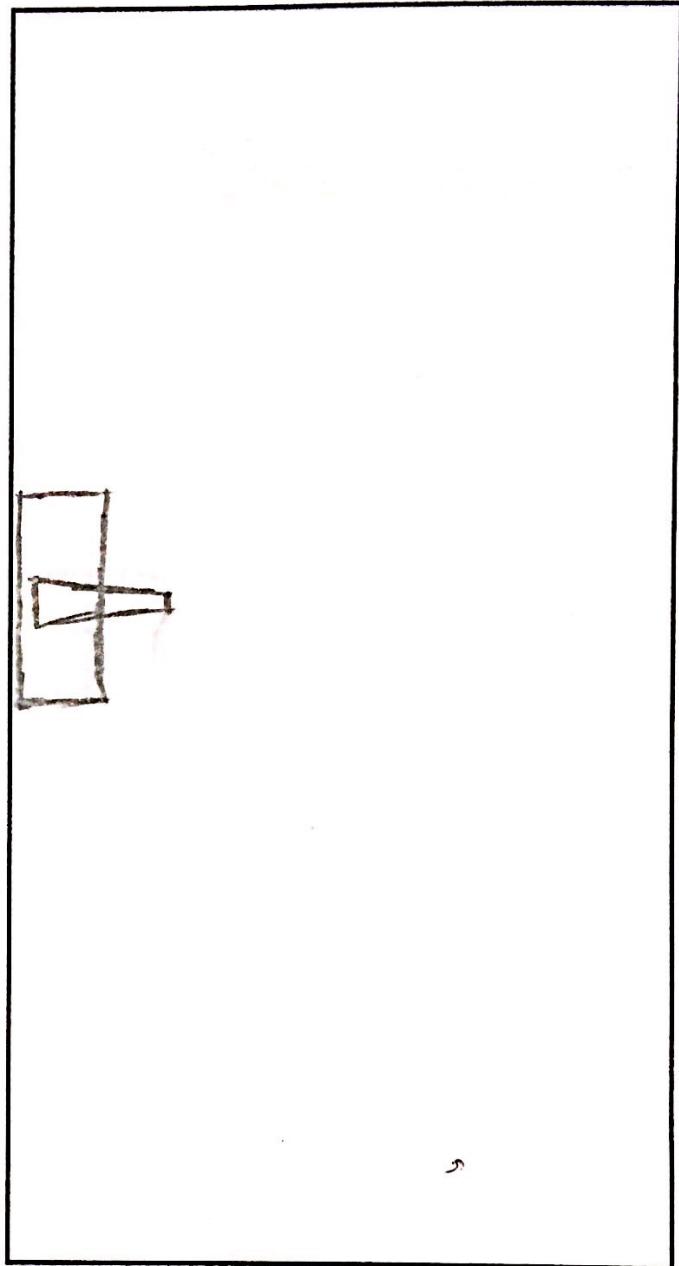
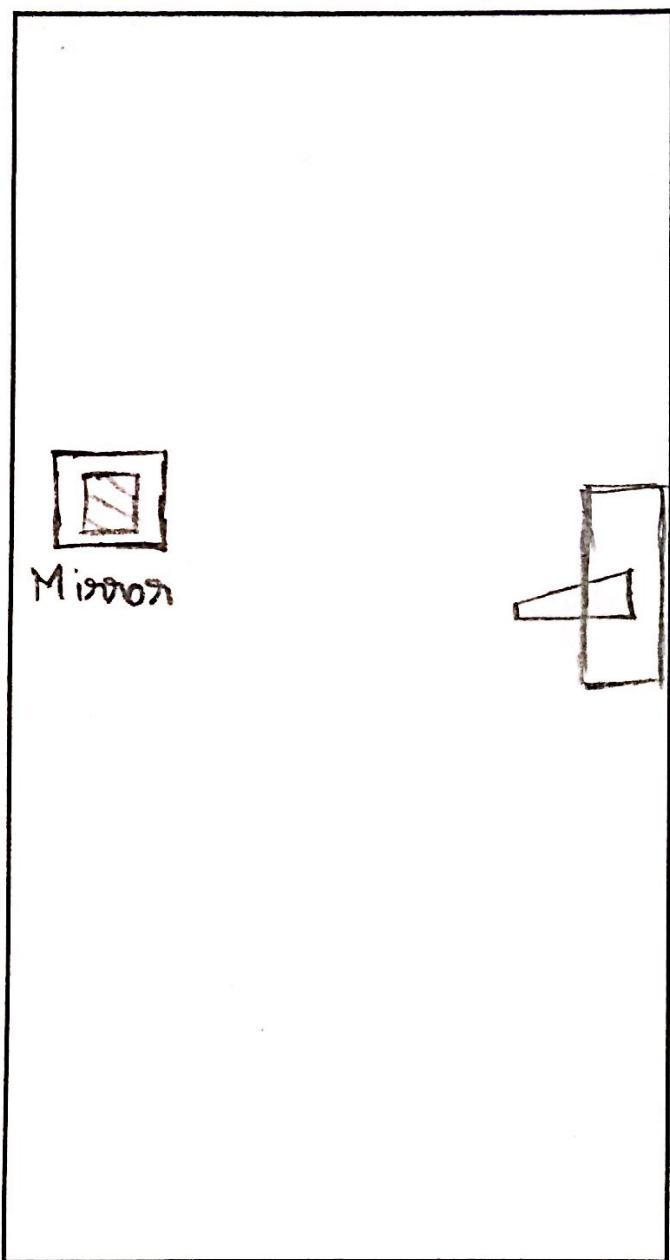


→ When there are multiple people at the door, the door splits into two divisions vertically and shows the information

Inside

Before

Outside

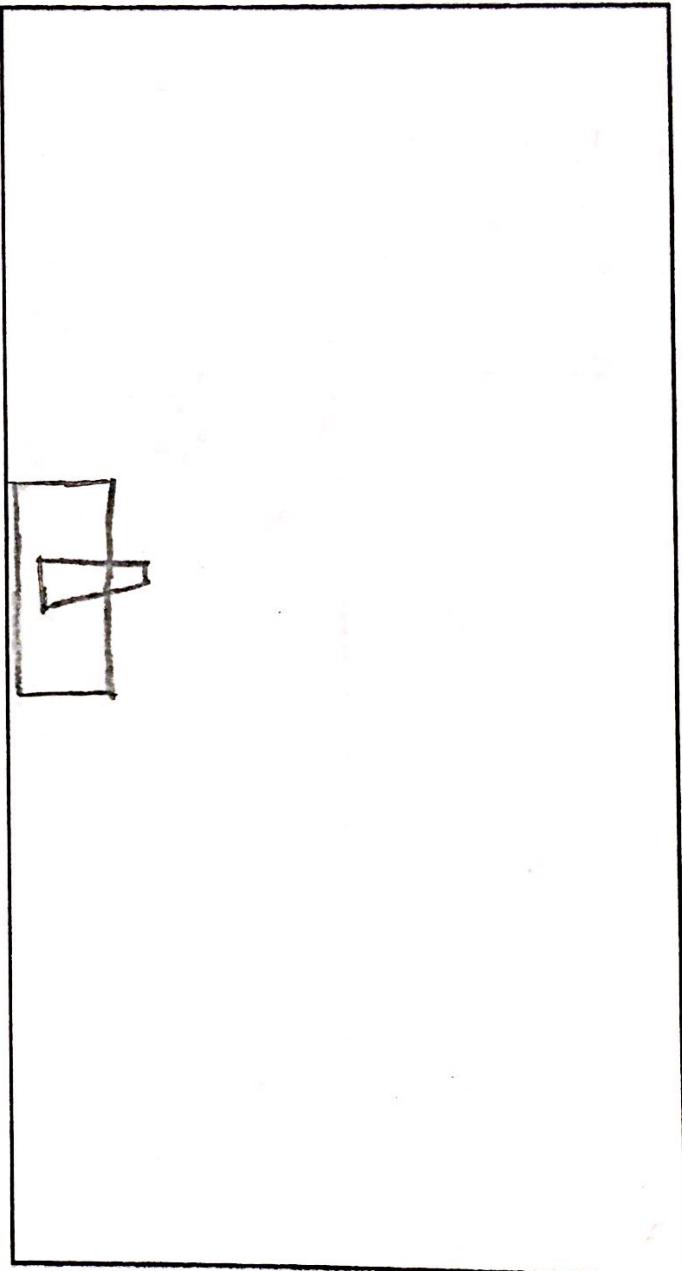
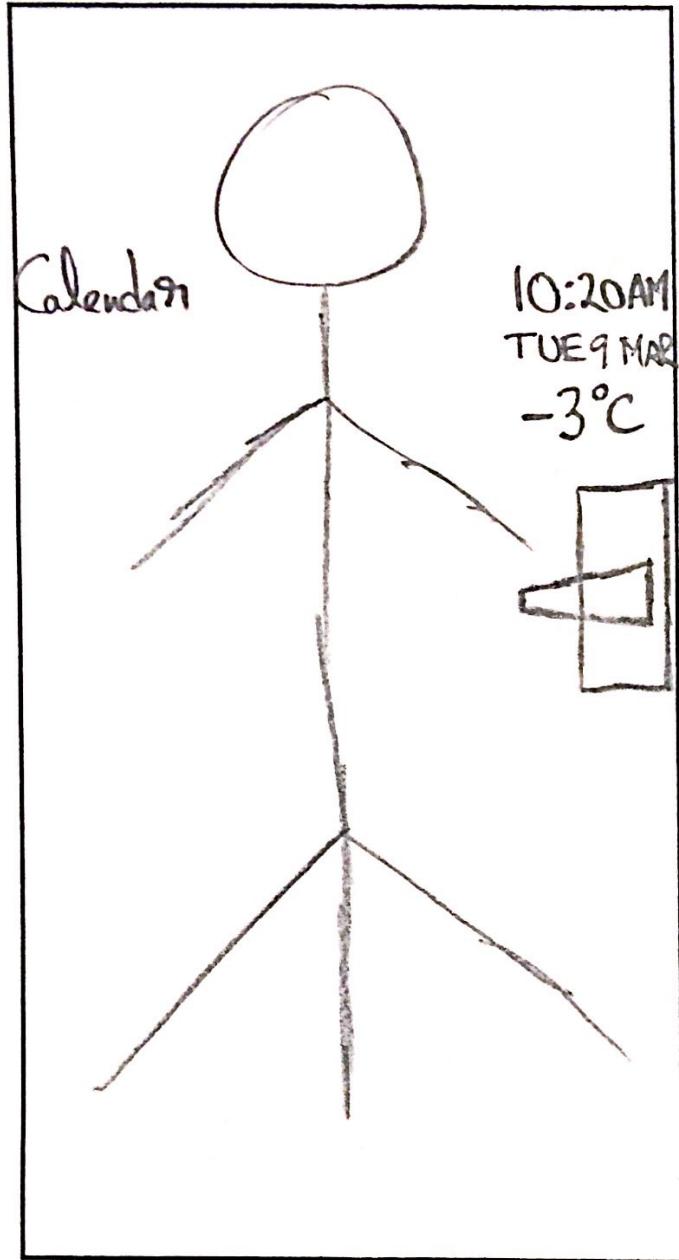


- Mirror icon is present on the screen.
- User wants to use the inside of the door as a mirror.
- User touches the mirror icon to launch the mirror application.

Inside

After

Outside

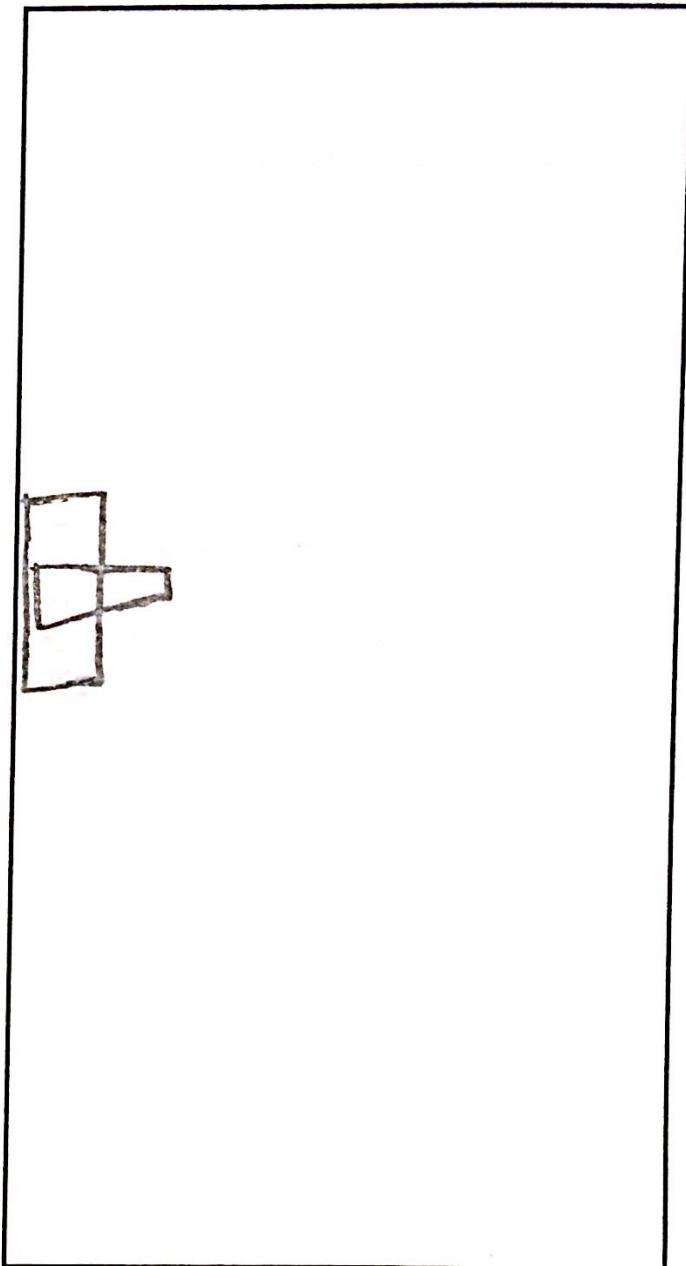
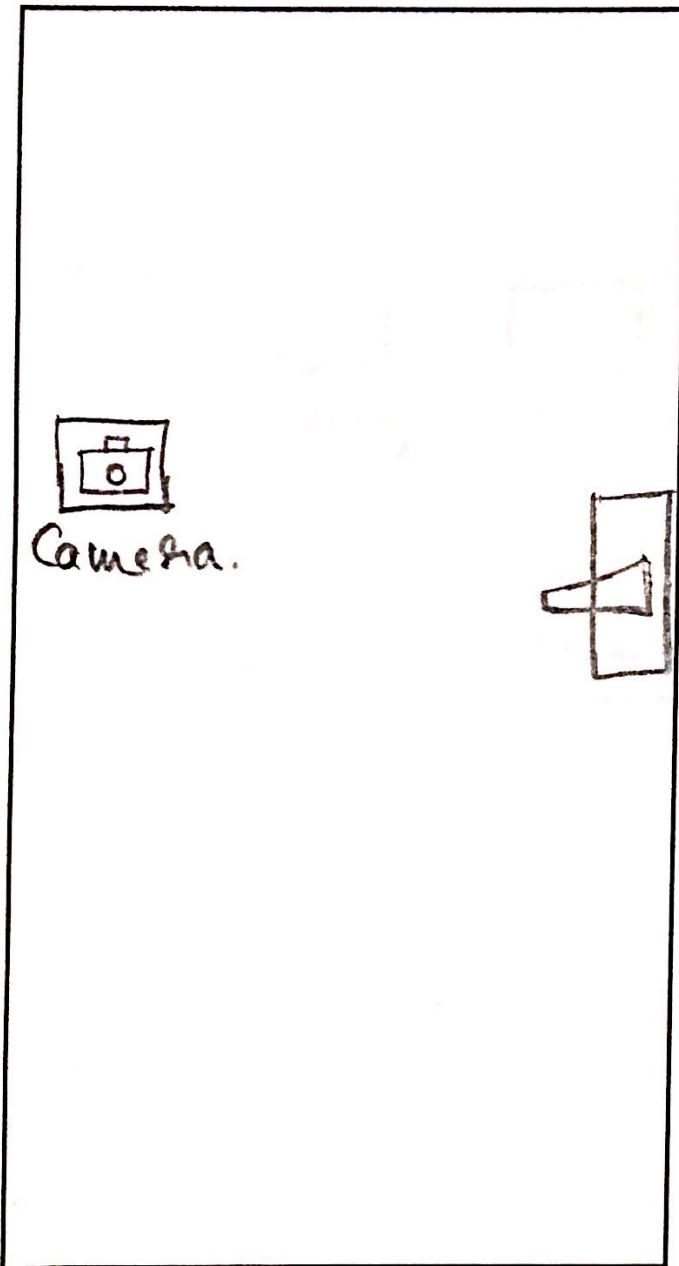


- The inside door camera is activated and the full size door acts as a mirror.
- Overlay information like Time, date, day and calendar are present on two sides.
- Weather info is also provided.

Inside

Before

Outside

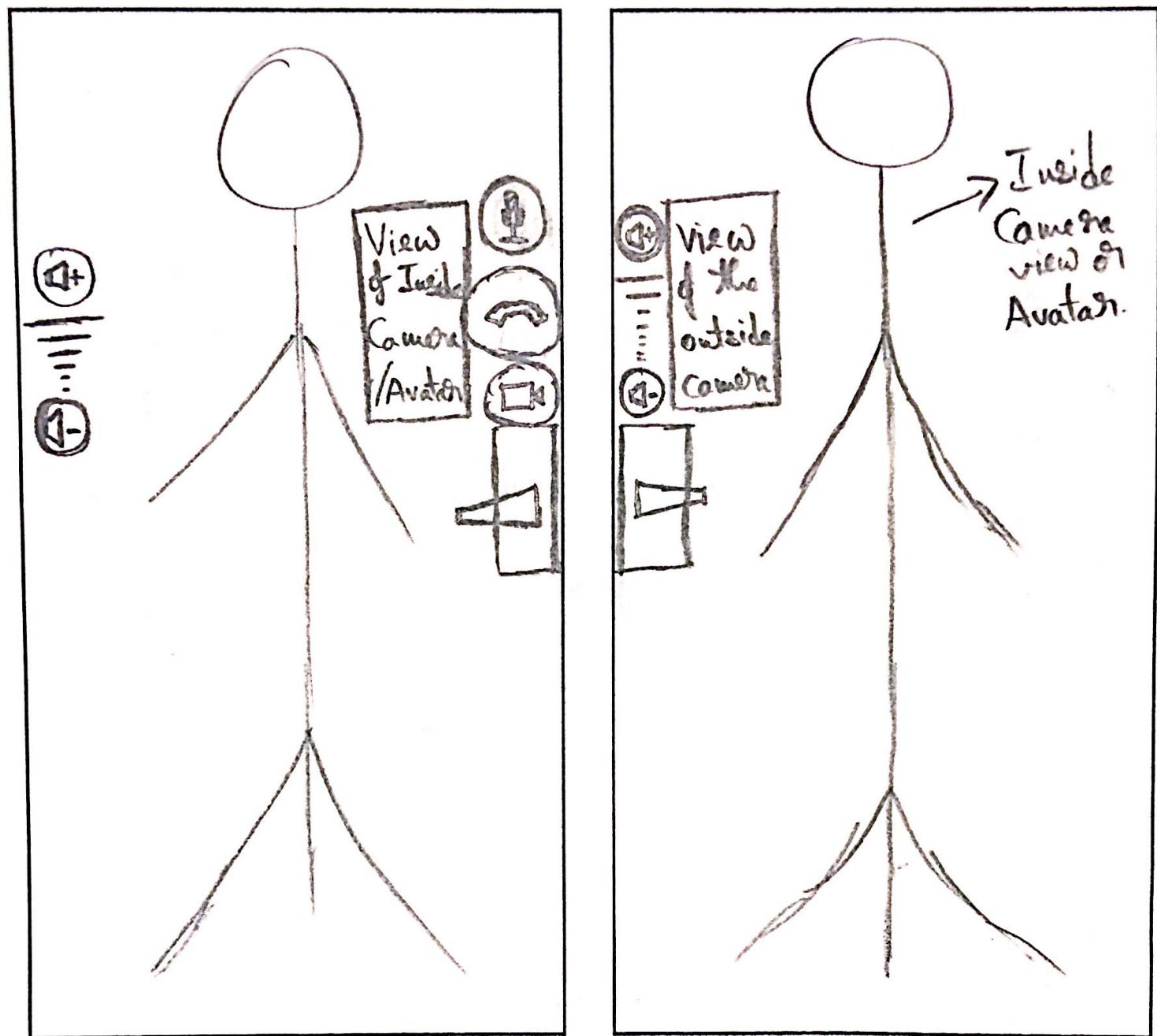


→ Camera icon is present on the screen.

→ User wants to see who is on the other side of the door.

(out)

→ User simply touches the camera icon

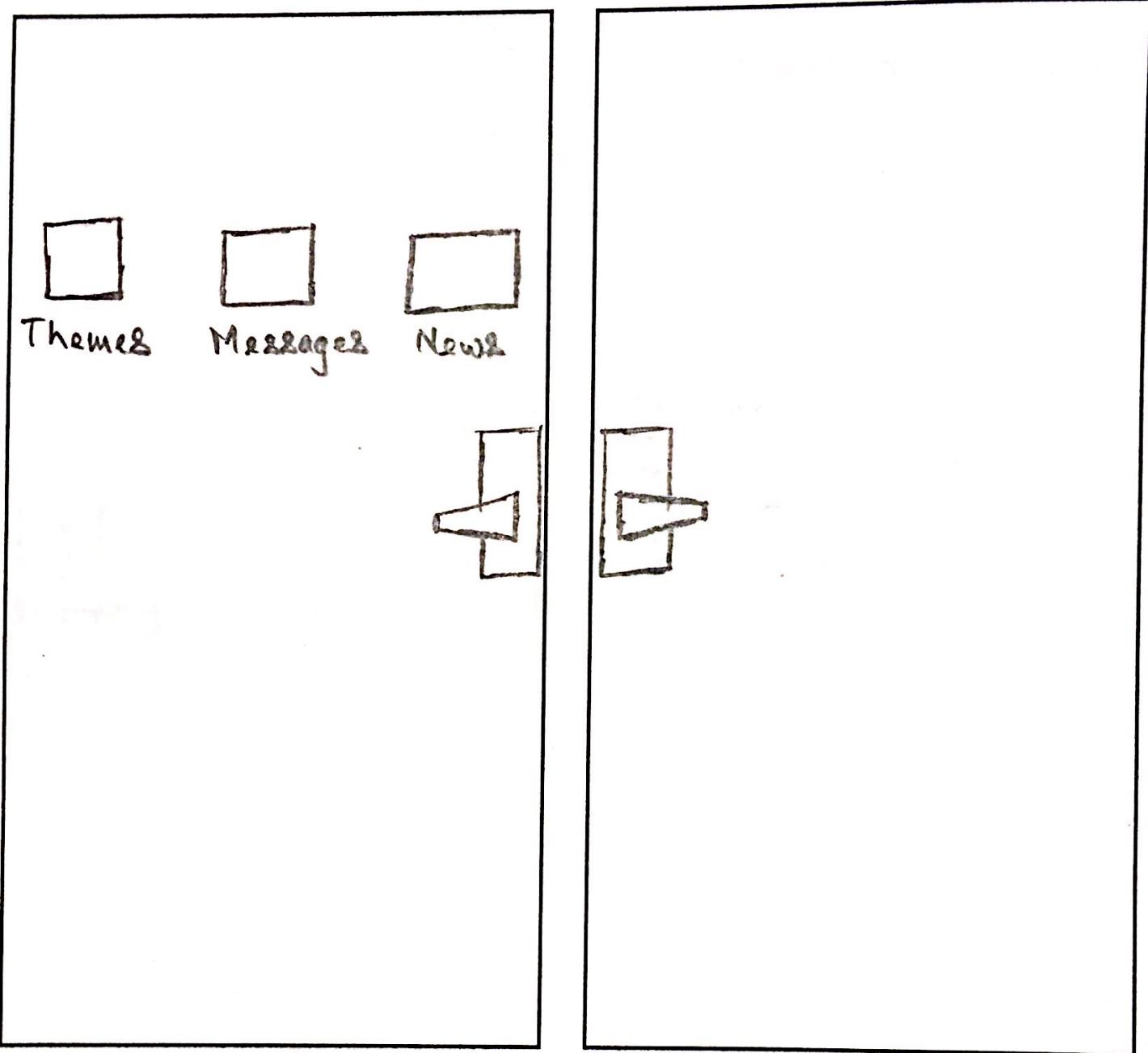


- A Hang out like interface appears on clicking the camera,
- the user can end the talking, or mute his voice, or stop his video from appearing on the outside of the door.
- Volume control buttons/icons are present on both sides.

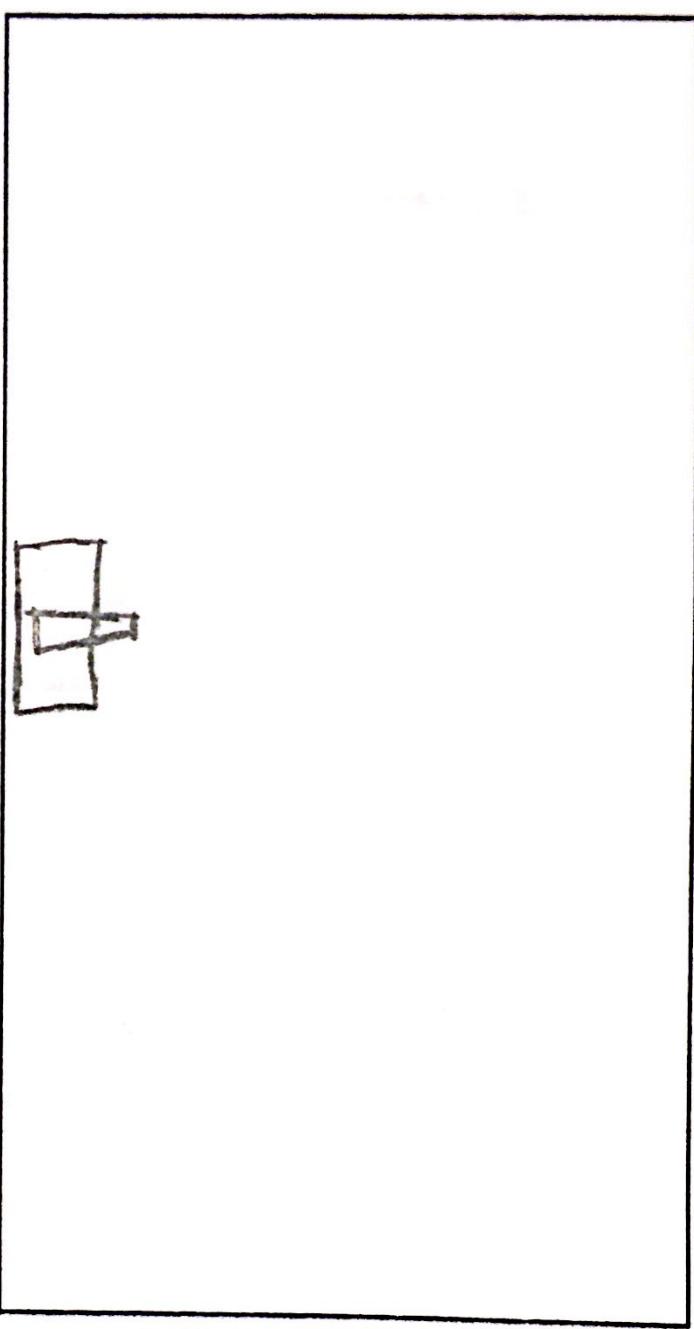
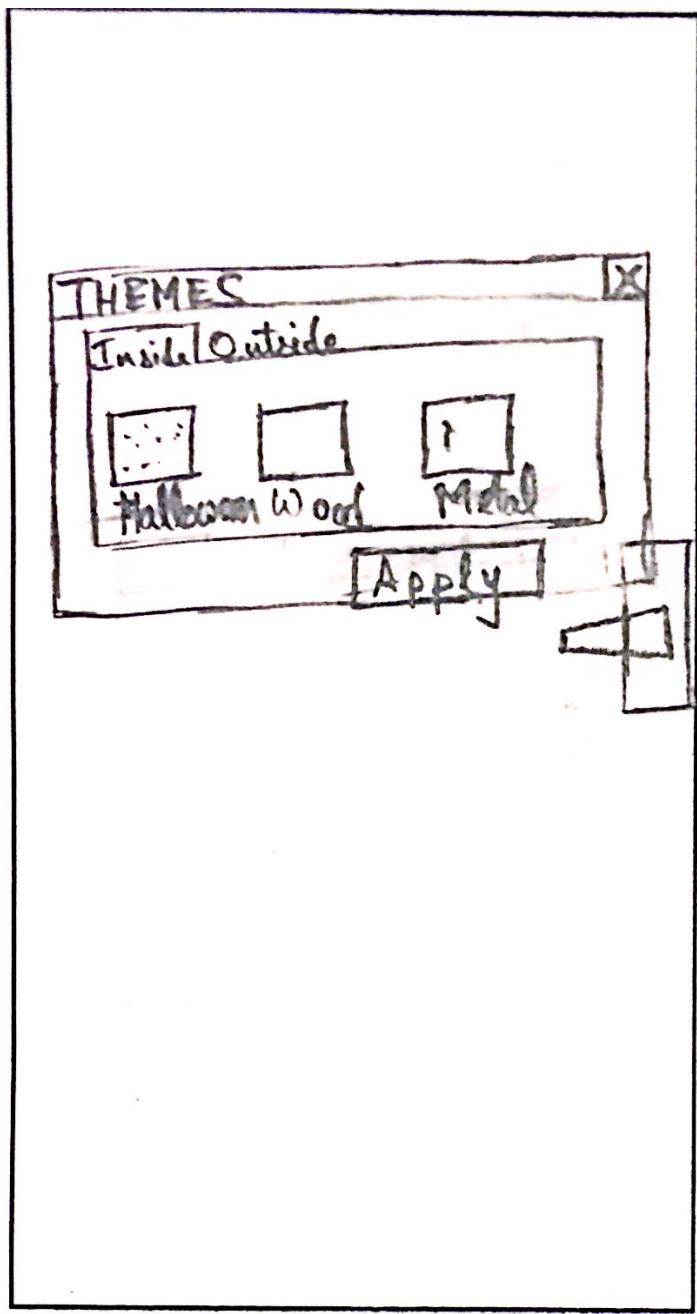
Inside

Before

Outside



- Icons with text description are present at normal height (reachable)
- User wants to change the theme of the door on the inside or outside.
- User simply touches the themes icon.

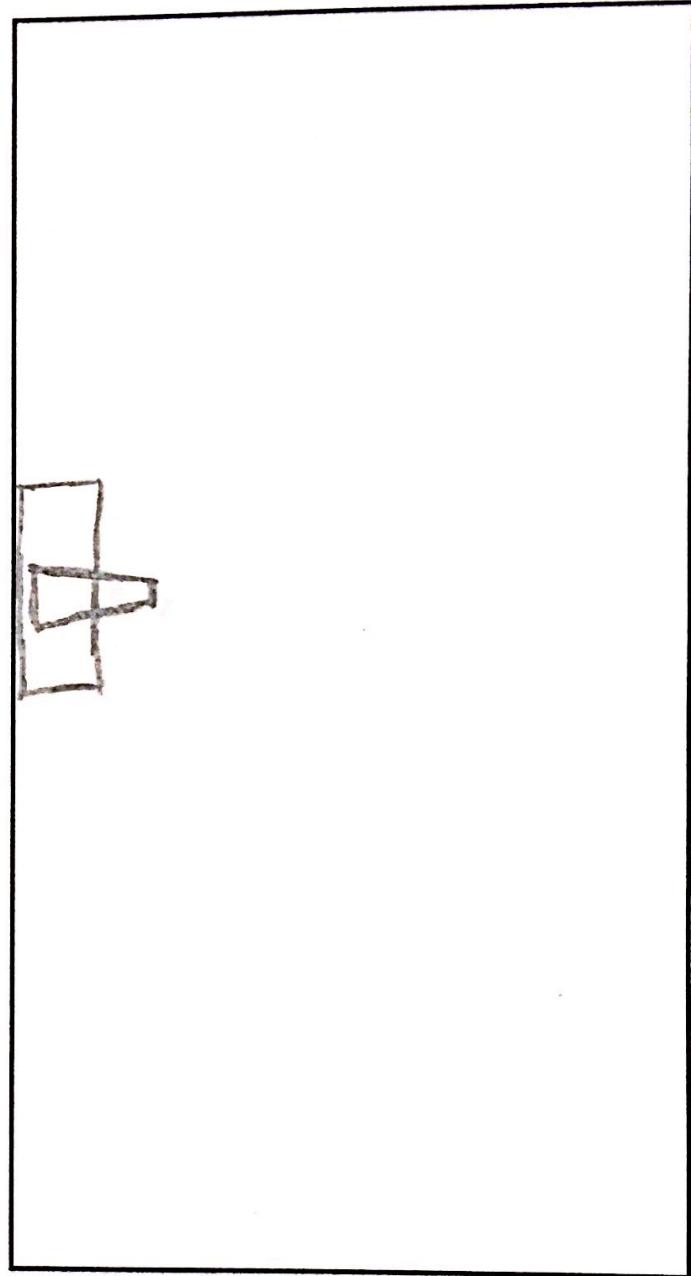
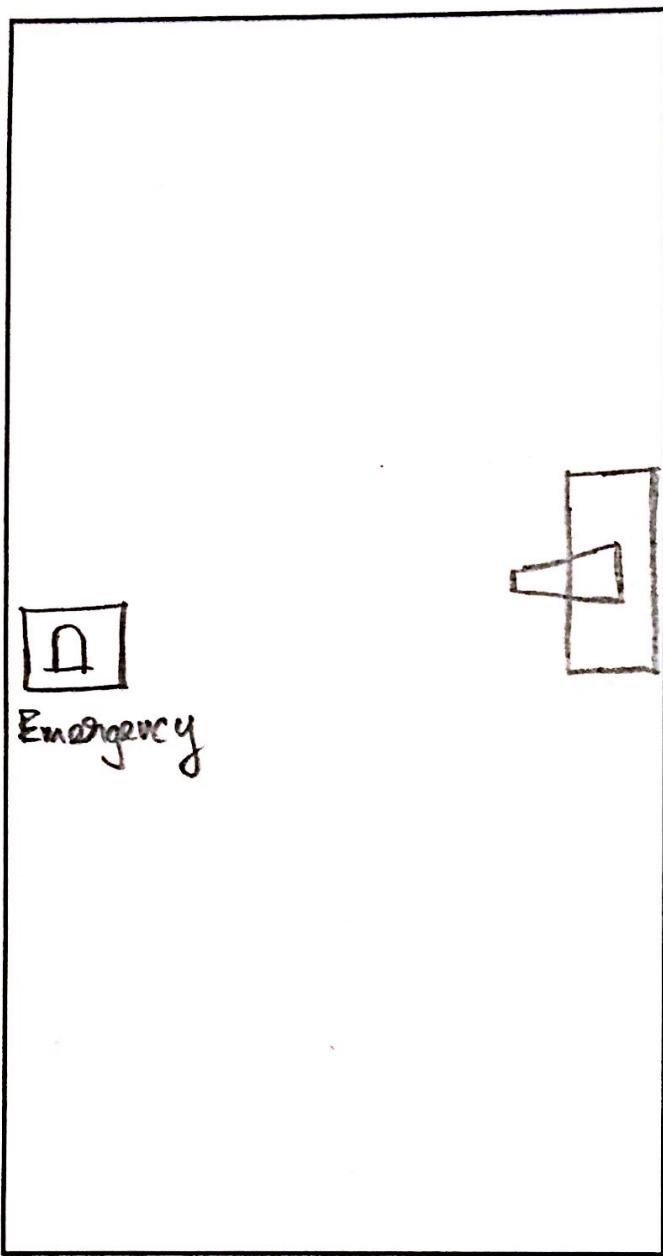


- A new window for themes comes up on touching the icon.
- Tabs for Inside and Outside selection.
- Icons showing/representing the themes
- On touching a particular icon, the respective theme will be applied as preview, but touching "Apply" applies permanently.

Inside

Before

Outside

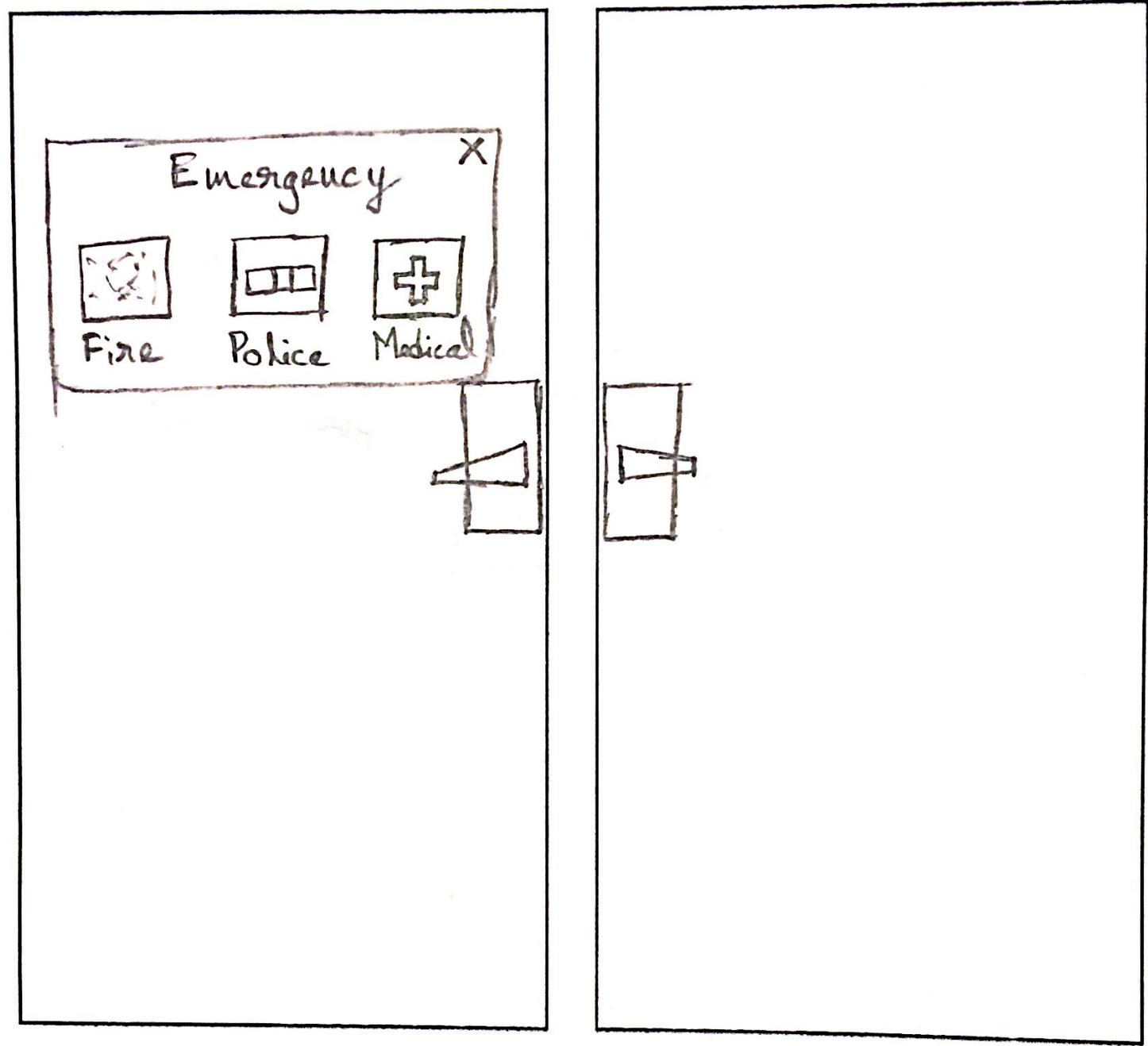


- Emergency icon with text is present on the screen.
- User wants to call Fire/Police/Ambulance in emergency.
- User touches the emergency button.

Inside

After

Outside

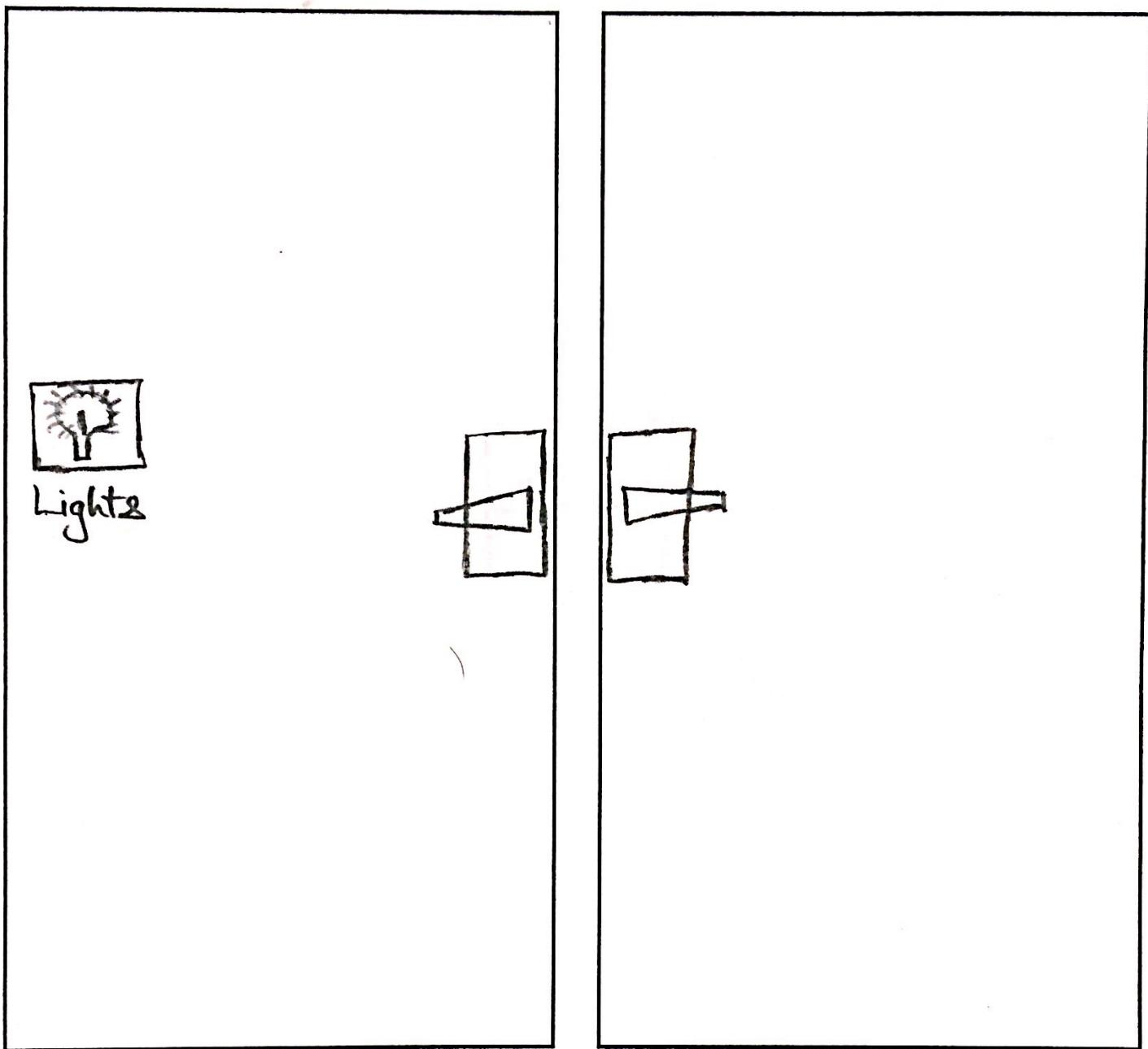


- User selects the type of emergency
- Once he selects a particular emergency a call will be made to 911 and both the inside and outside of door flash the Emergency SOS lights.

Inside

Before

Outside

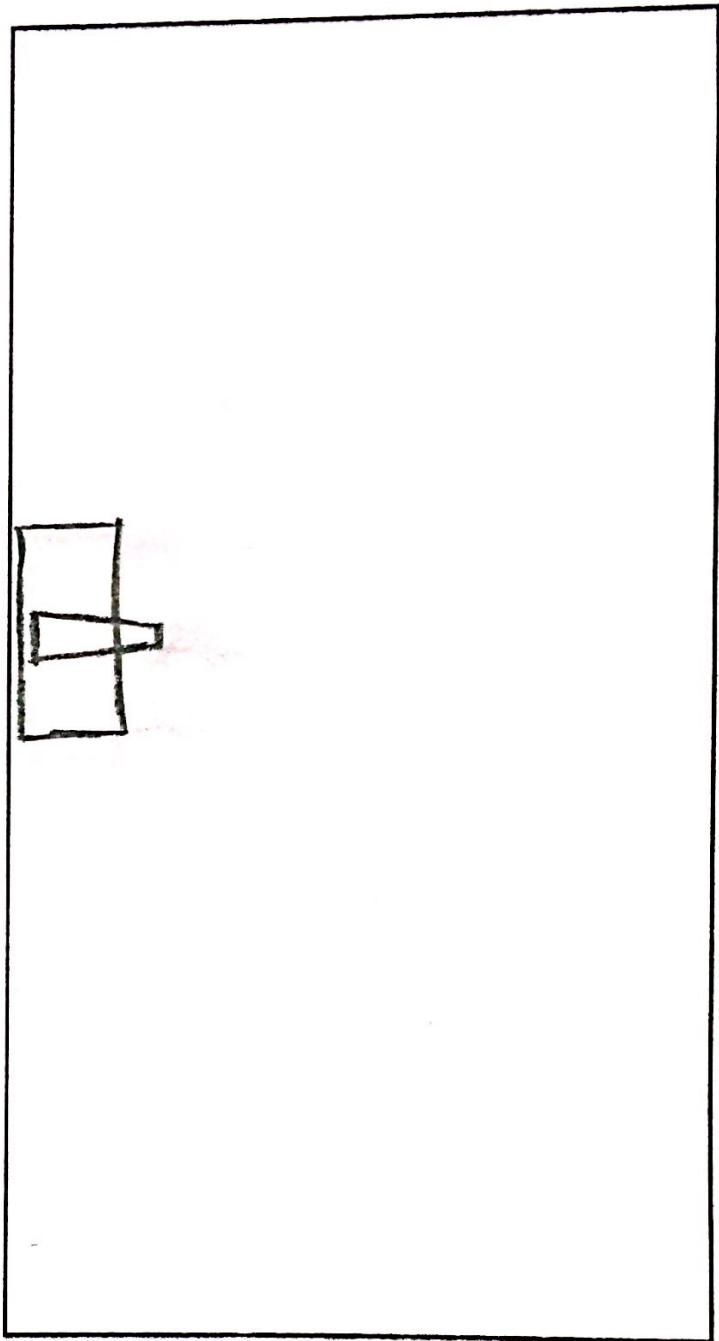
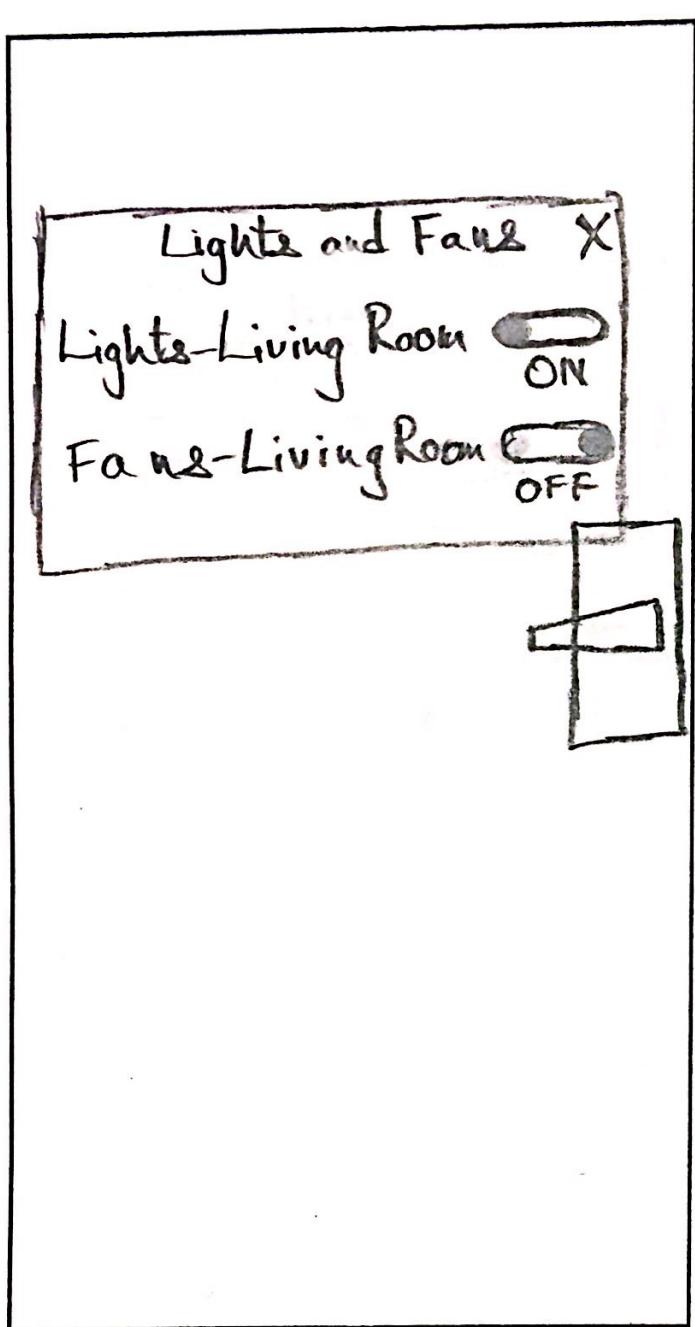


- Lights icon is present on the inside of the door.
- User wants to switch on the lights in the house.
- Simply touches the lights icon.

Inside

After

Outside

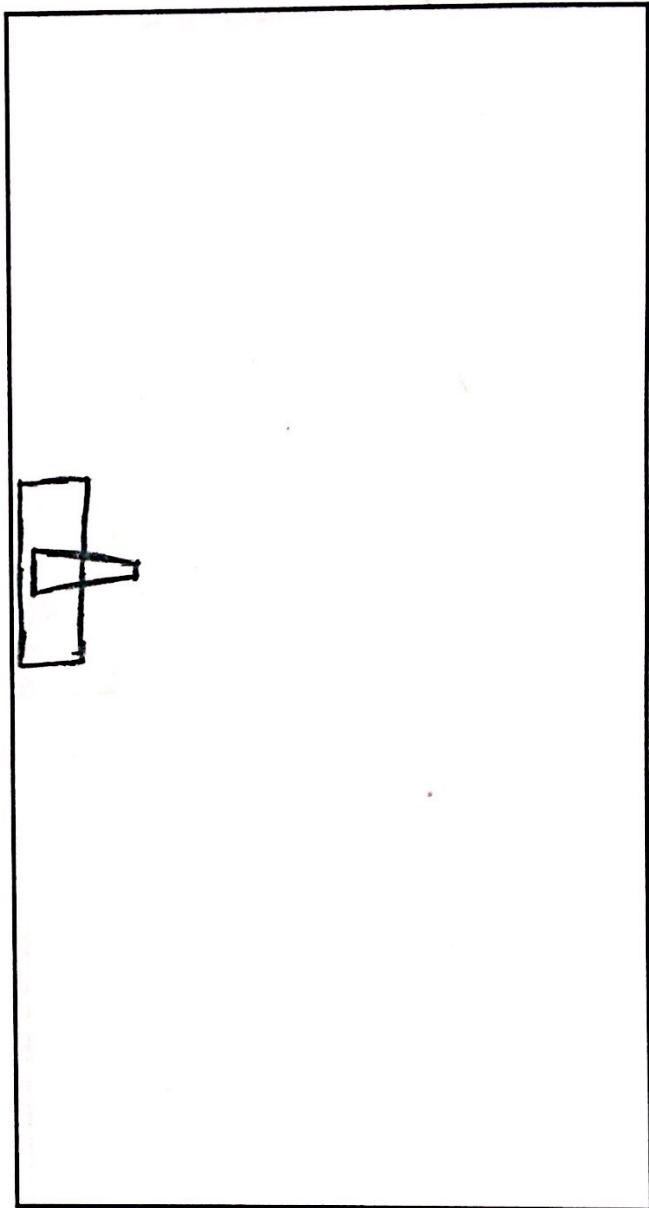
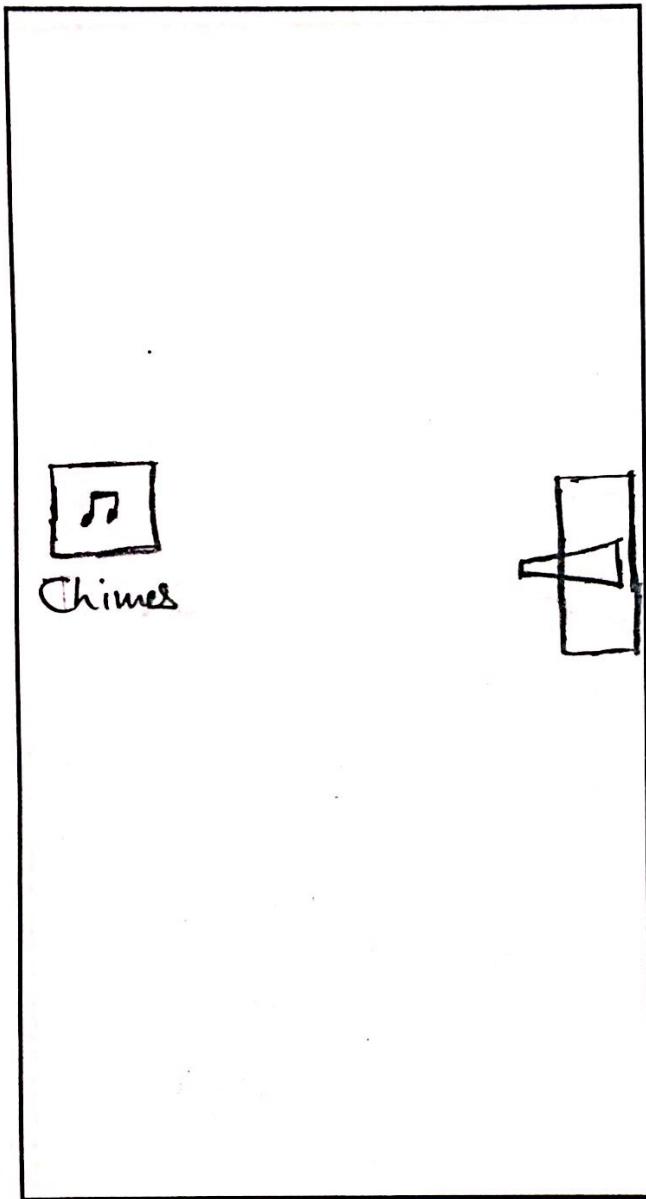


- The user can switch ON or OFF the lights in the living room.
- The user can switch the Fan ON or OFF in the living room.

Inside

Before

Outside

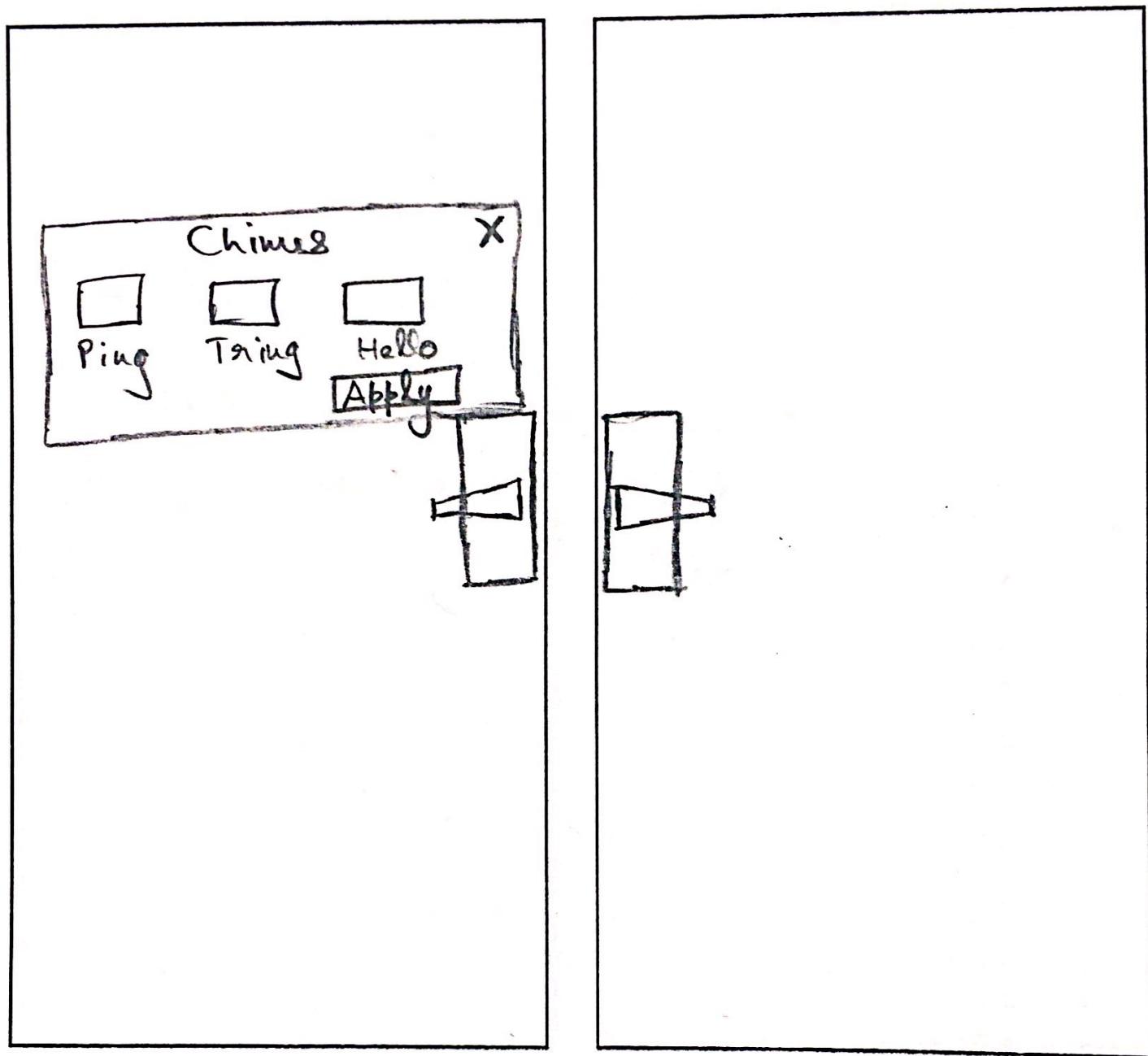


- Chimes icon is present on the inside of the door.
- User wants to change the doorbell chime.
- User touches the chimes icon present

Inside

After

Outside

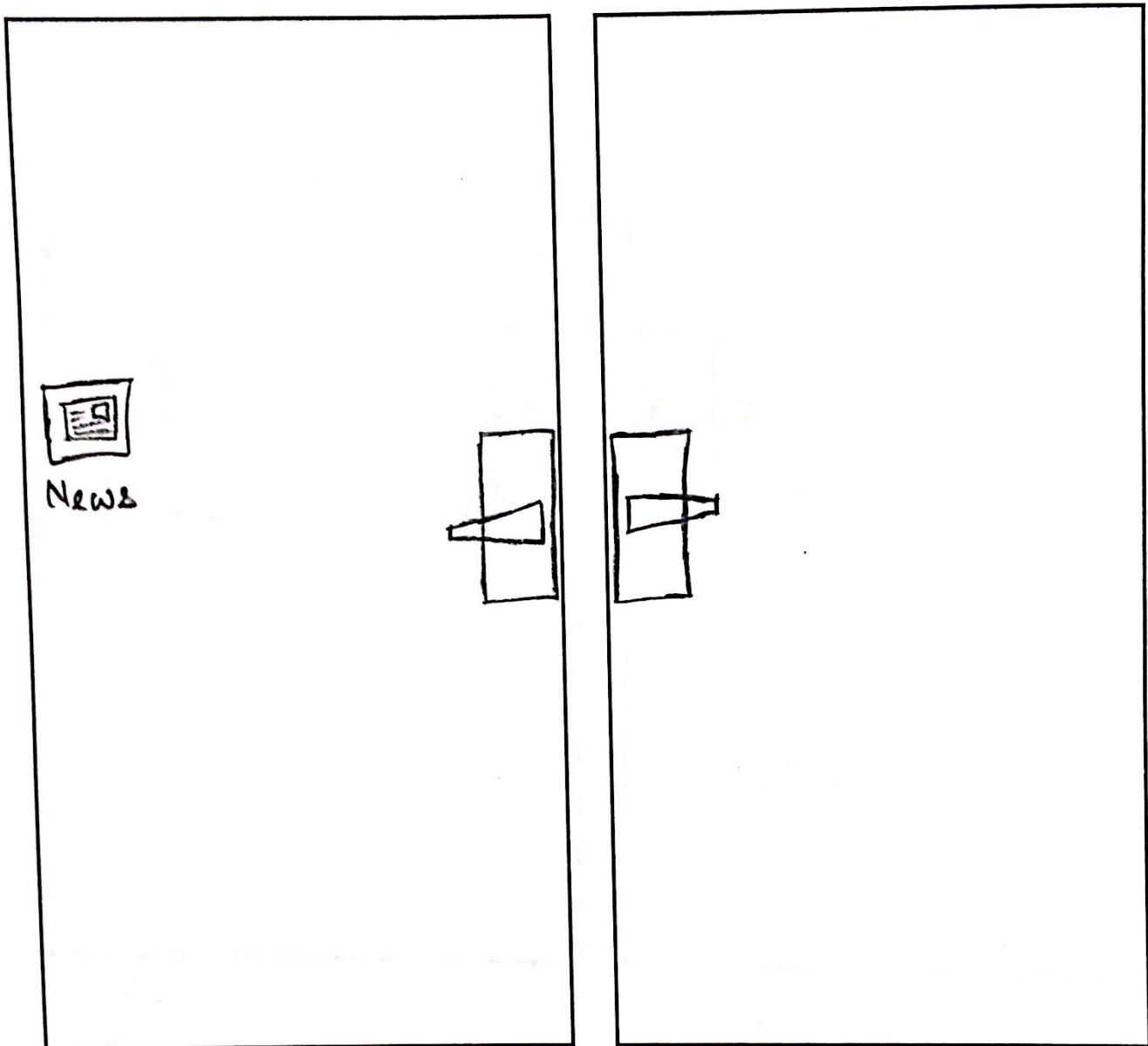


- On selecting each tone, a preview is played through the speakers.
- When a desired chime is selected and "Apply" is clicked, the chime is applied.

Inside

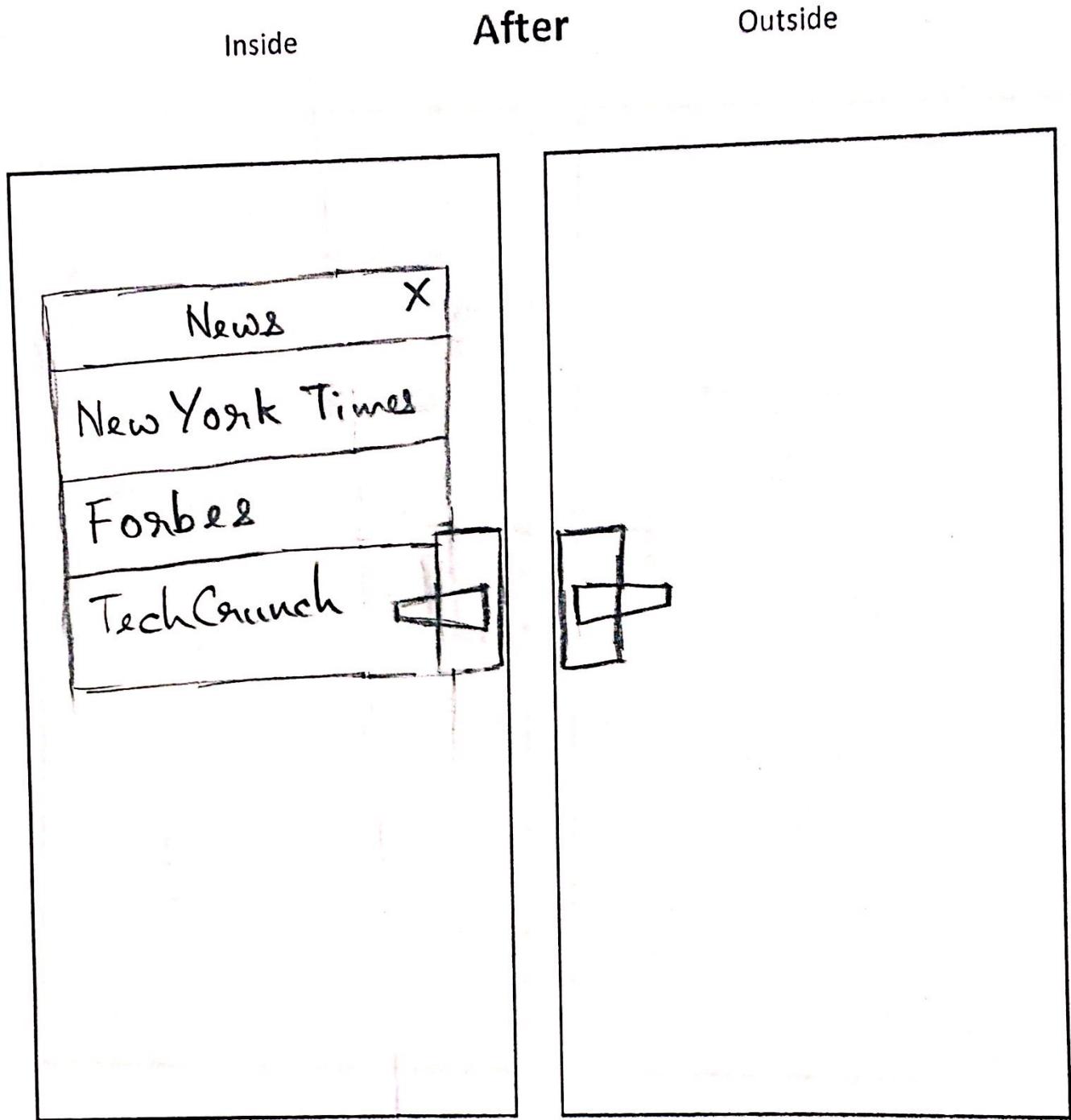
Before

Outside



→ User wants to check news on
the door.

→ User touches the news icon on
the inside of door.



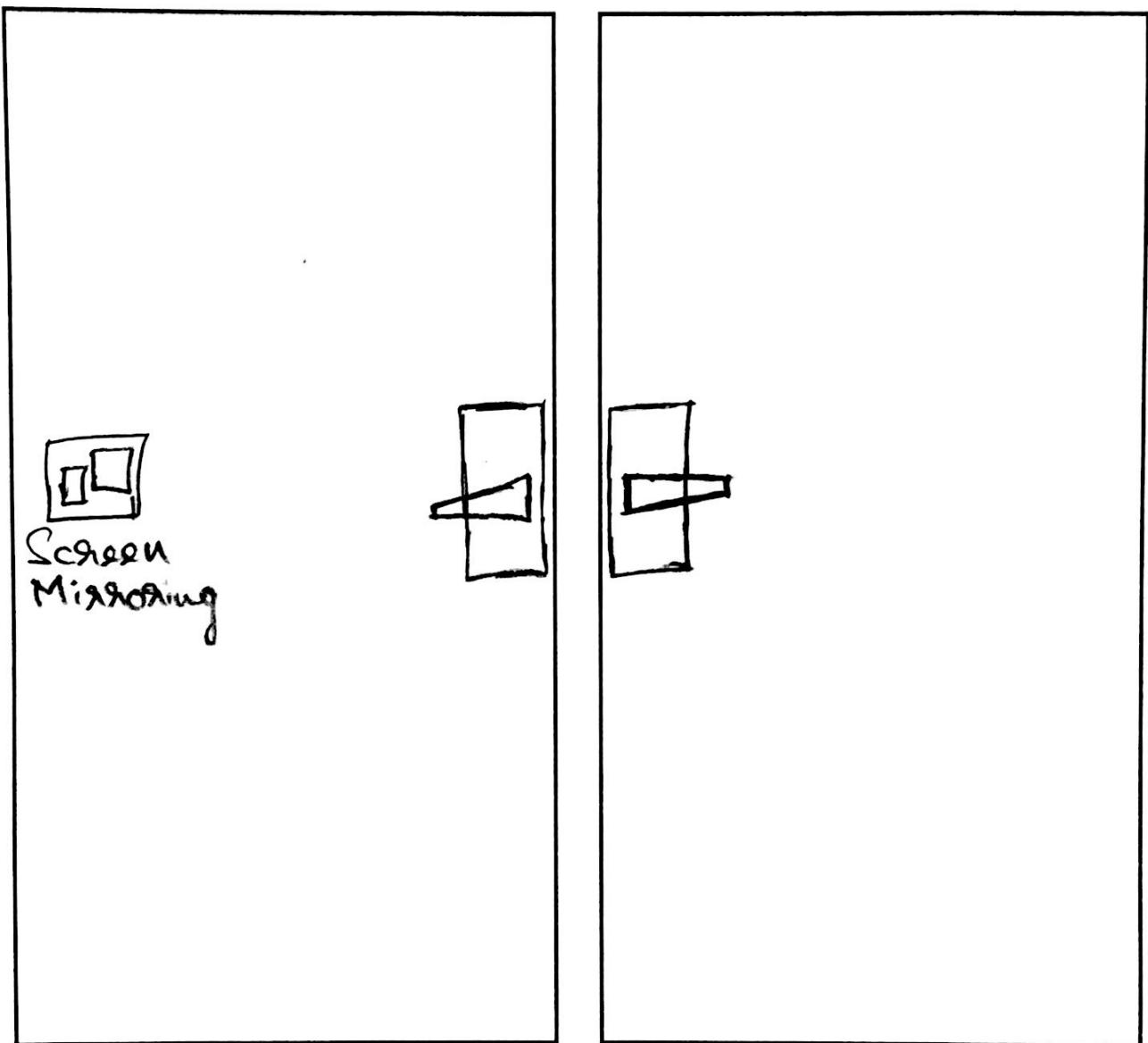
→ User selects the news feed of his choice

→ The news will be available once he clicks his choice of feed

Inside

Before

Outside

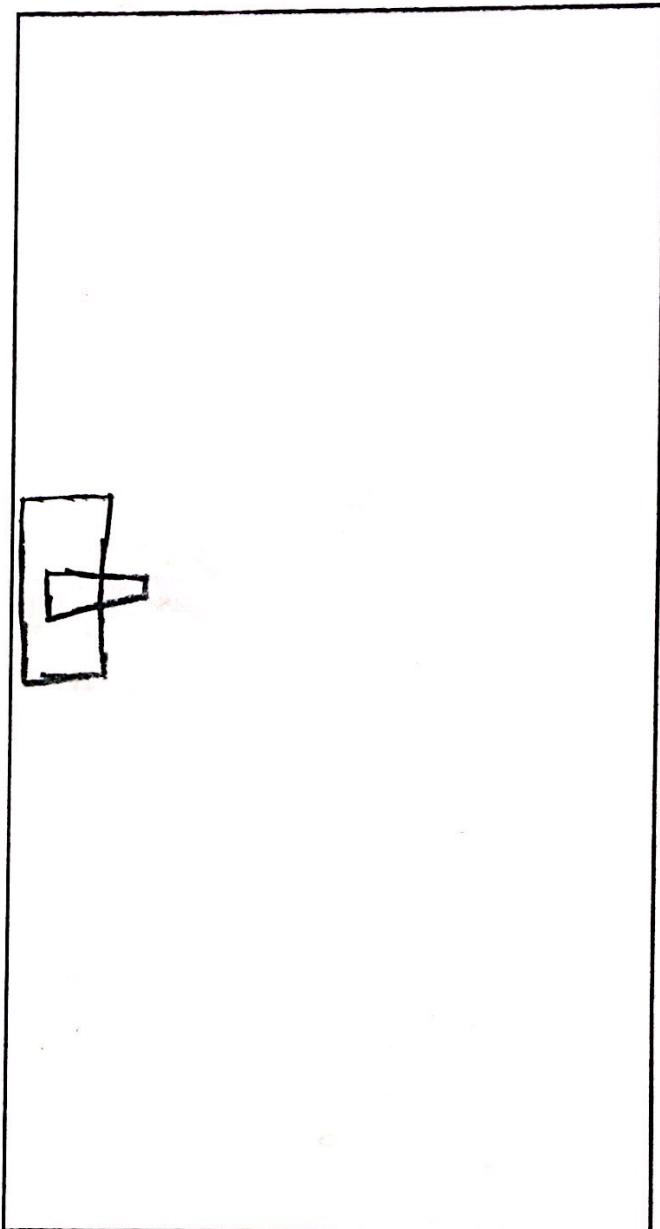
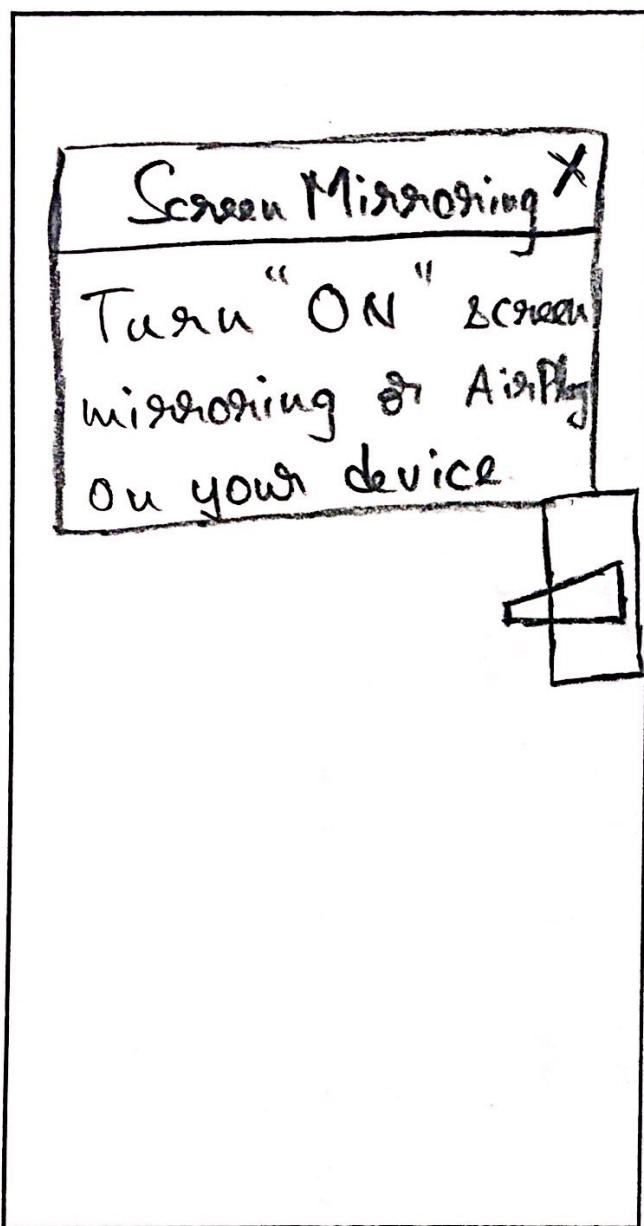


→ User wants to mirror his
mobile/tablet screen onto the
door.

Inside

After

Outside

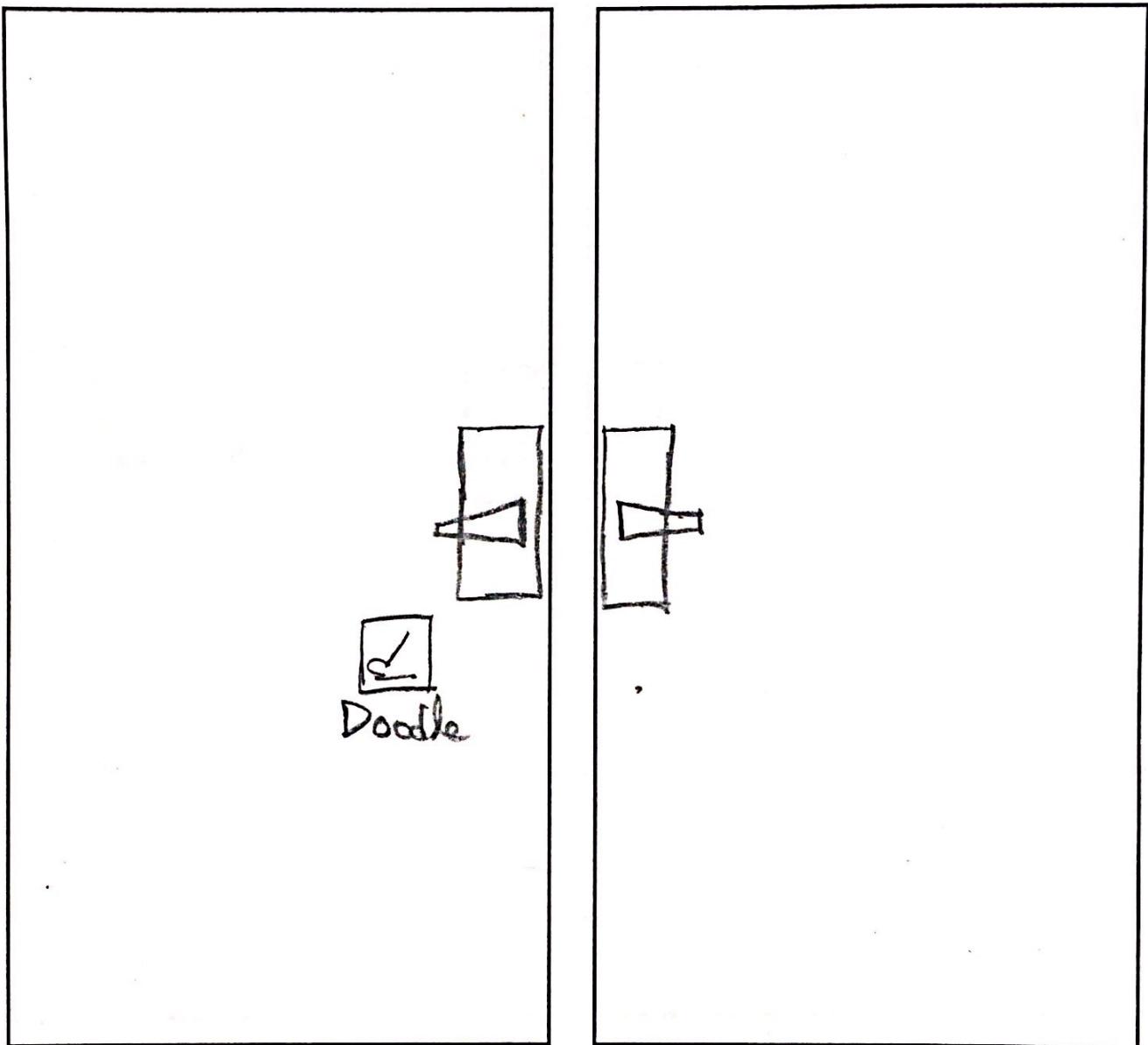


- If there is a device already you just select the device.
- The entire inside of door turns into mobile phone screen.

Inside

Before

Outside

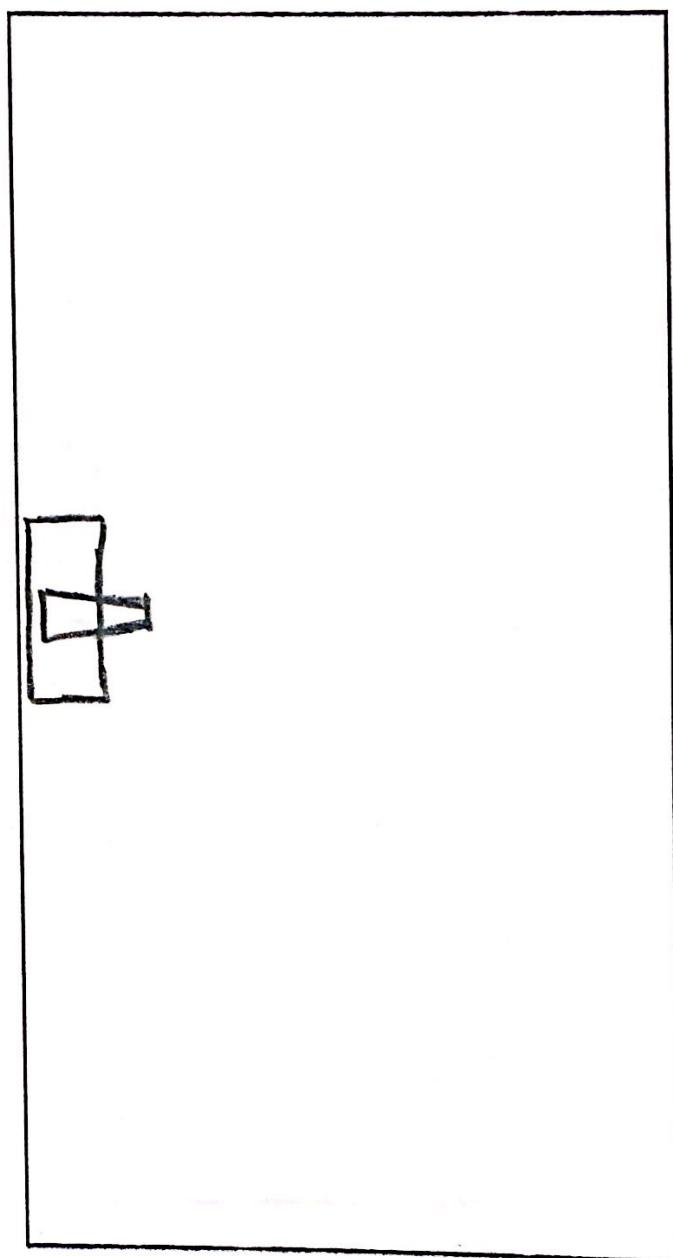
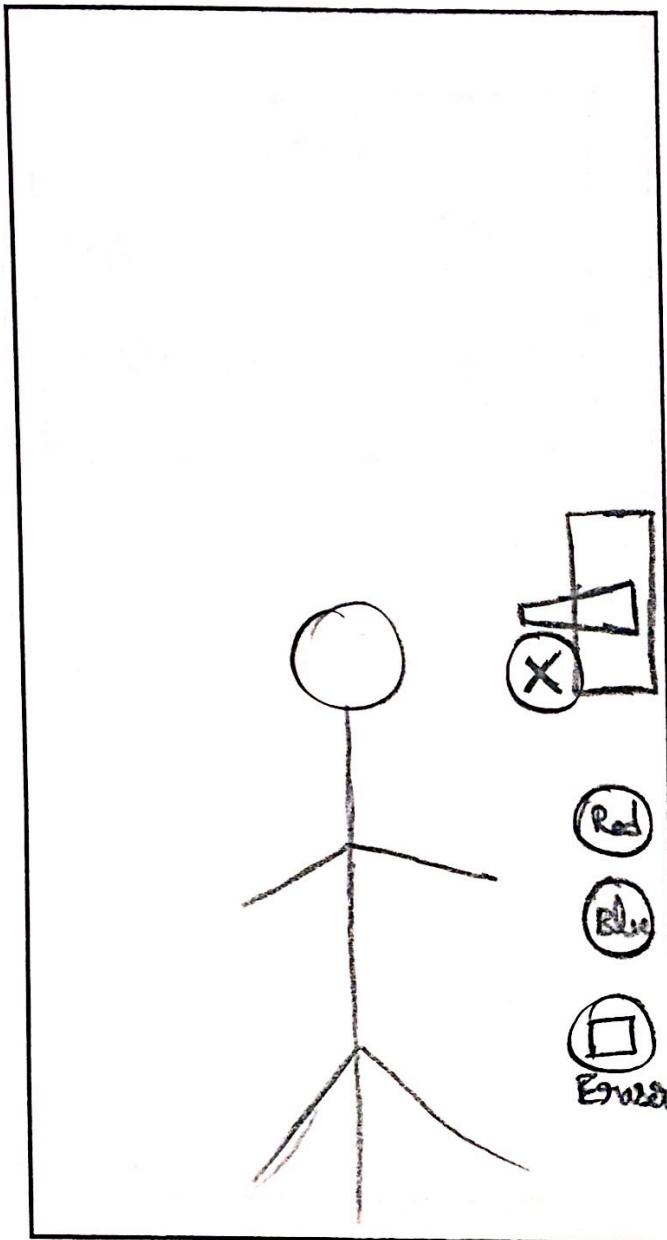


- Doodle icon is present on the inside of the door.
- kids like to draw or doodle on the door
- user/kid touches the doodle icon present.

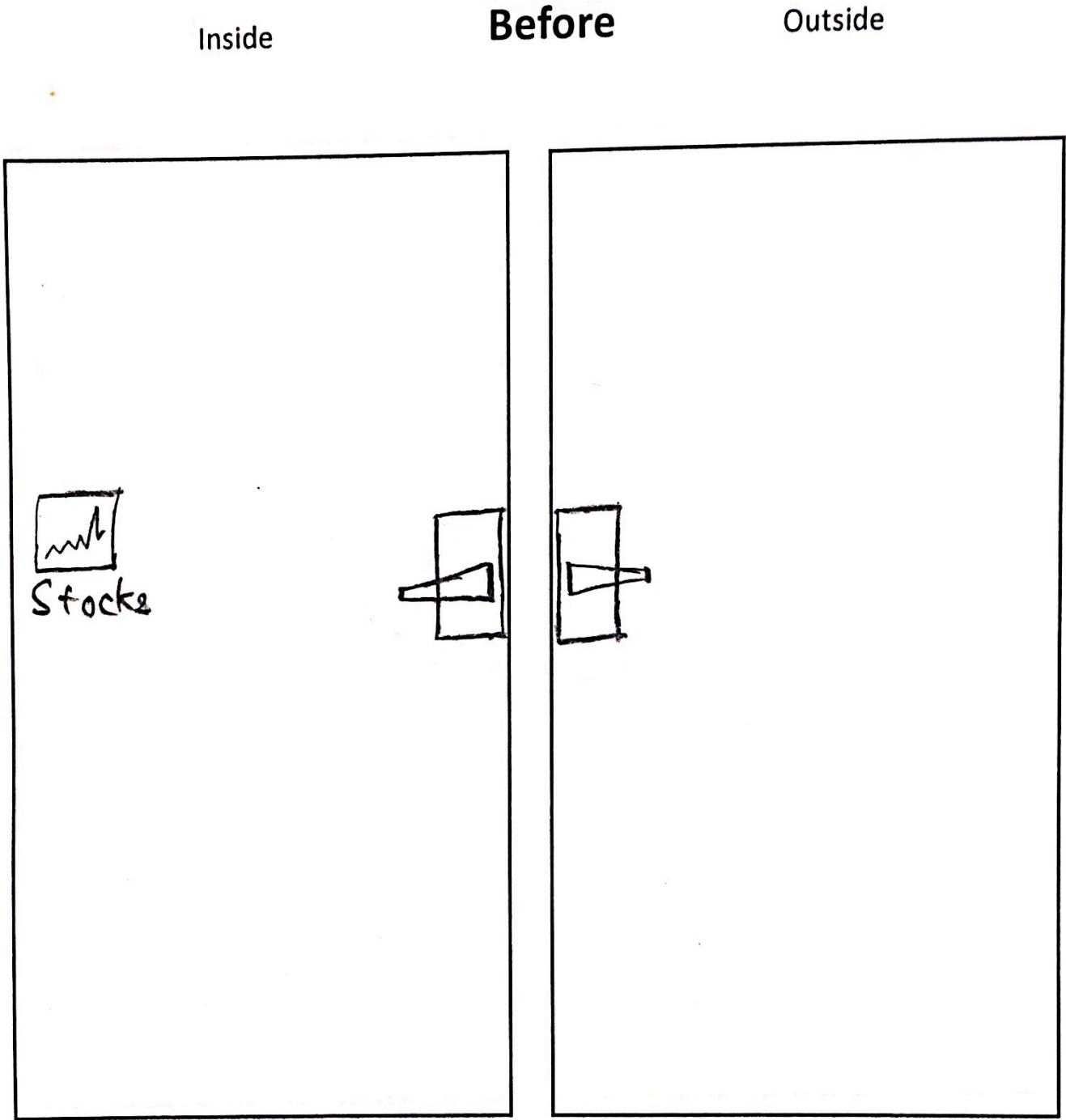
Inside

After

Outside



- kids can draw doodles on the door
they can also select the color of the
pencil
- They can select the eraser
- They can click the close on top
right to close the app.



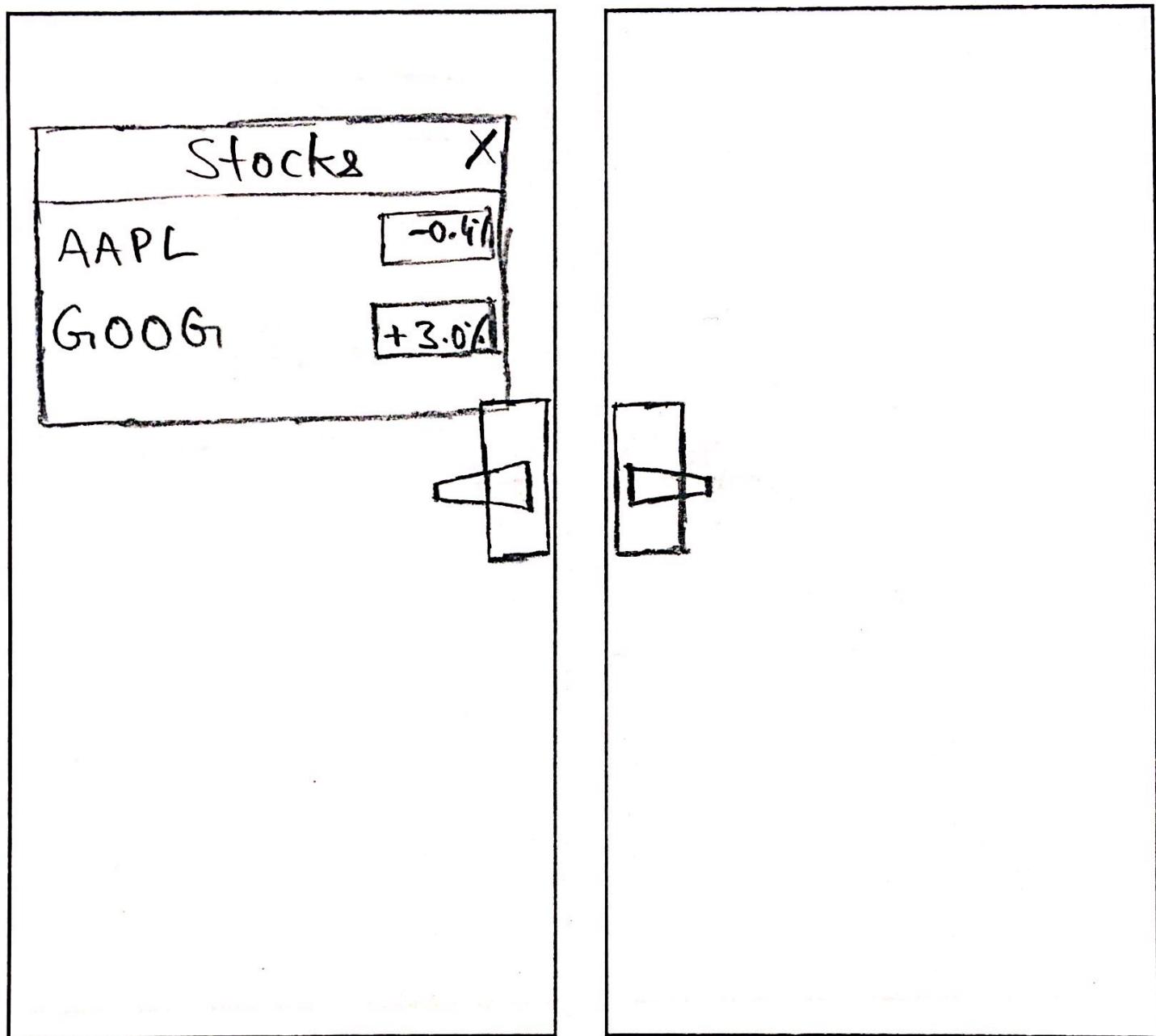
→ User wants to see the selected stock reports.

→ User taps on the stocks icon on the inside of the door.

Inside

After

Outside

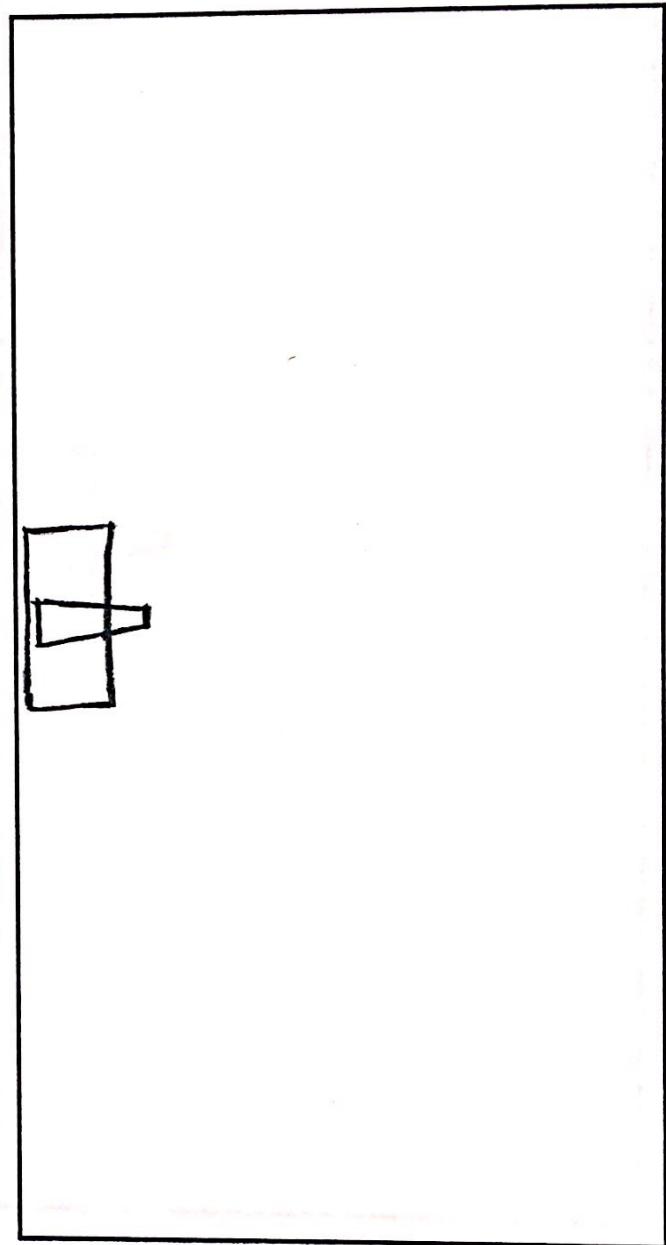
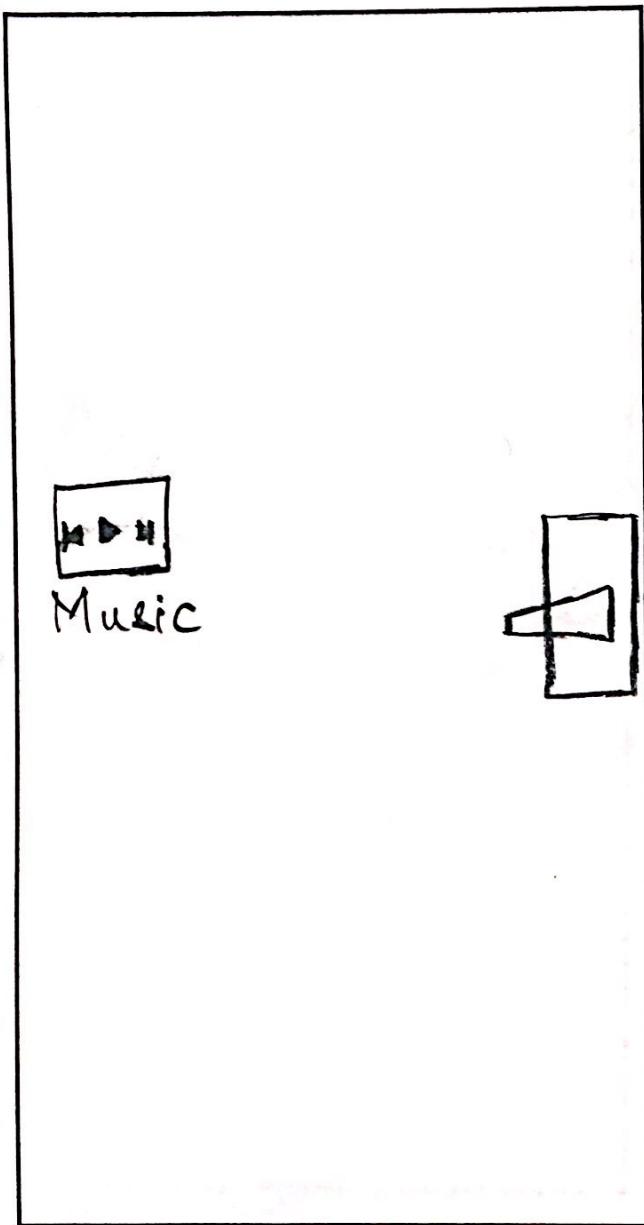


- User can see the increase / decrease in the stock price in percentage.
- He/She can tap on the percentage to get exact \$ value drop or hike.

Inside

Before

Outside

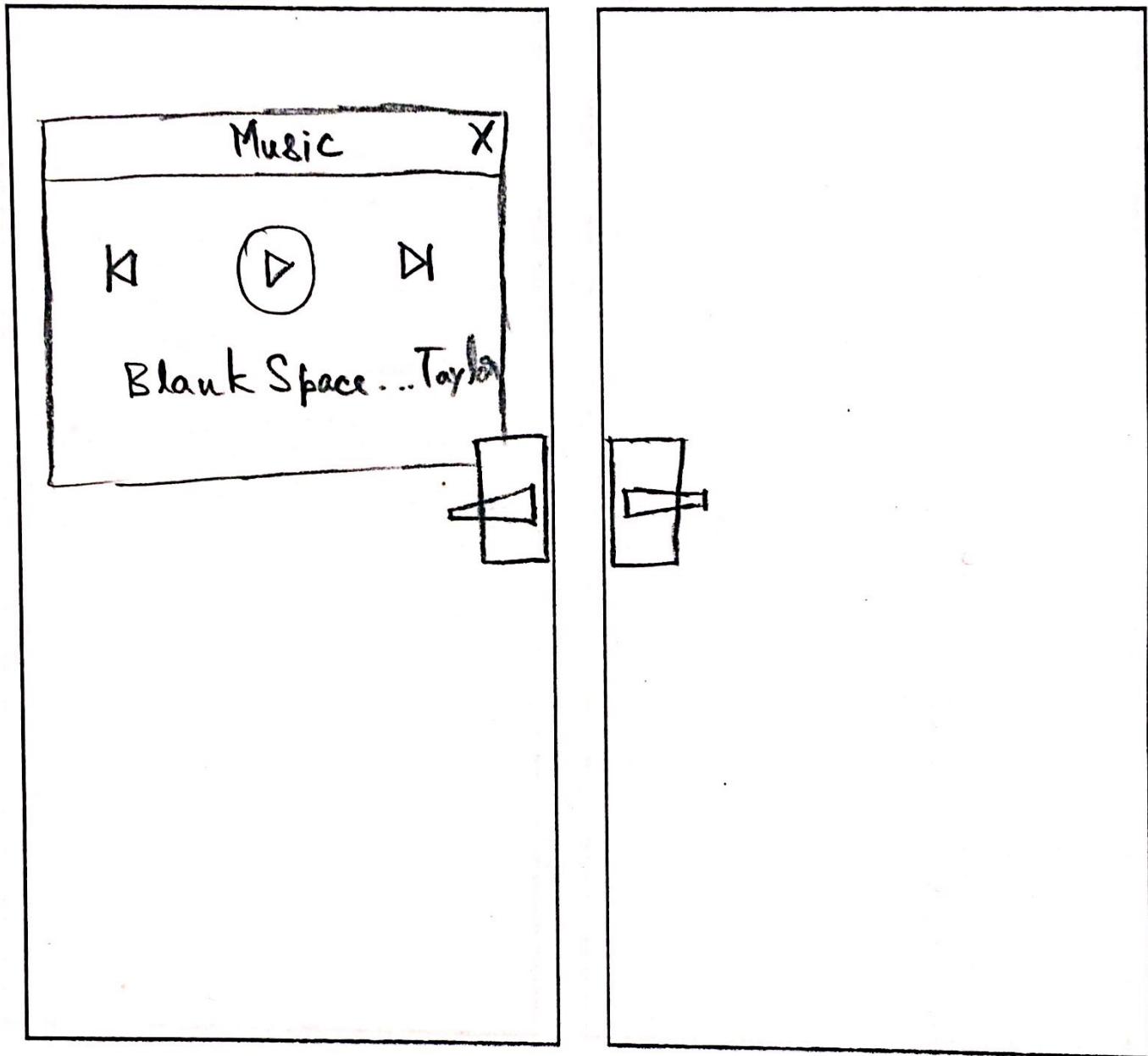


- User wants to listen to music at the door
- User touches the music icon on the inside of the door.

Inside

After

Outside

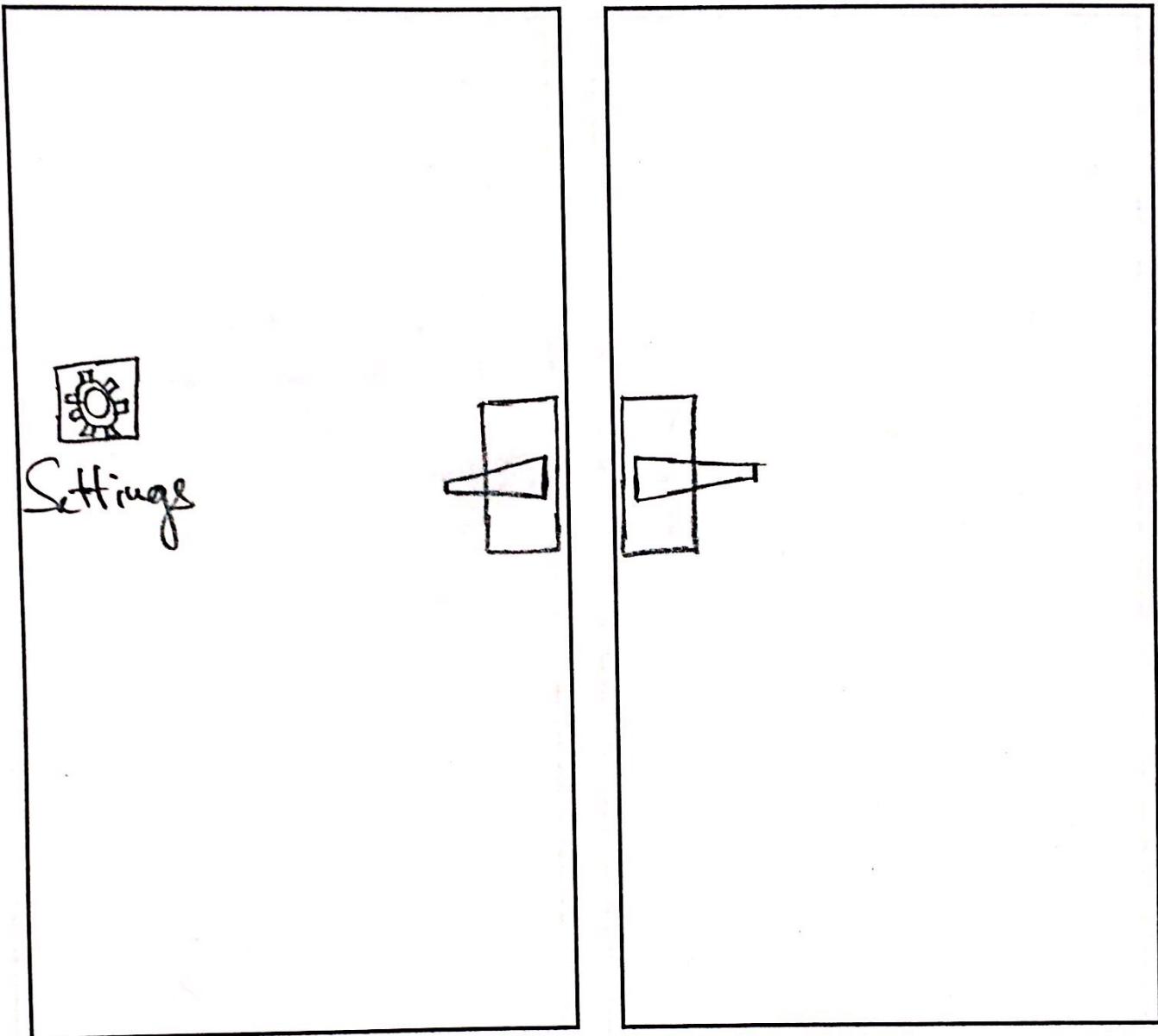


- User can play/pause the music
- User can play the next or previous song.

Inside

Before

Outside

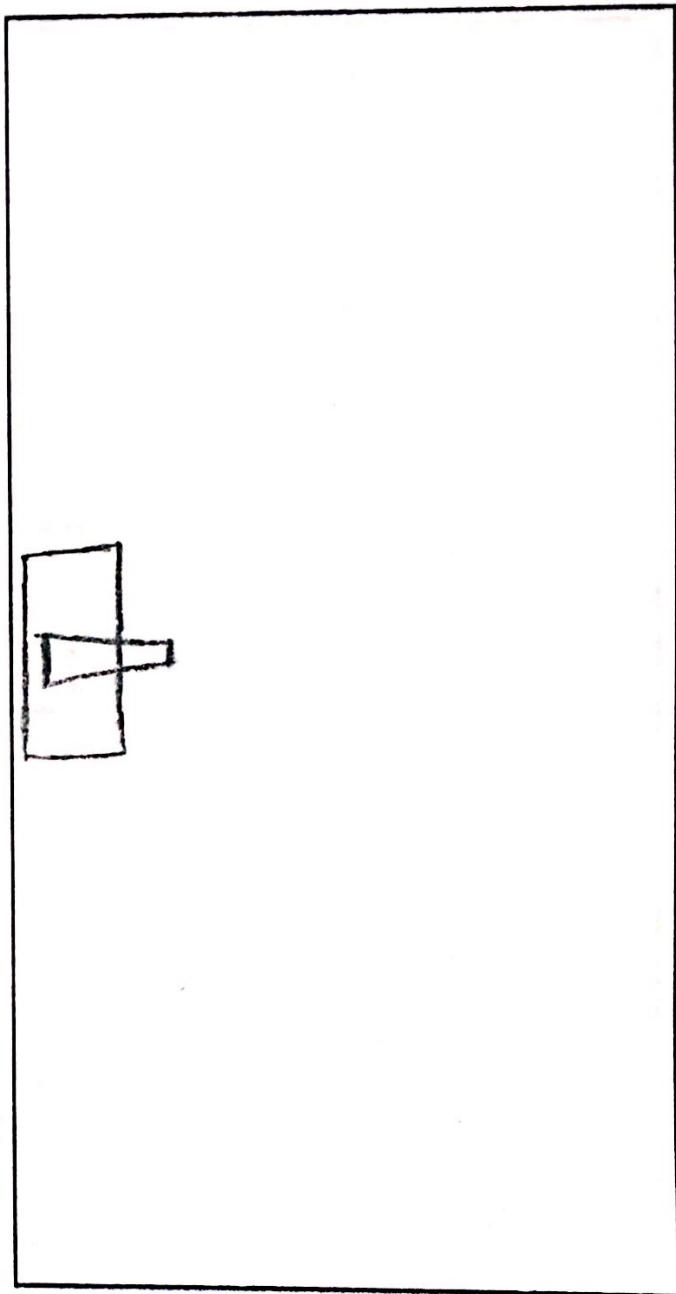
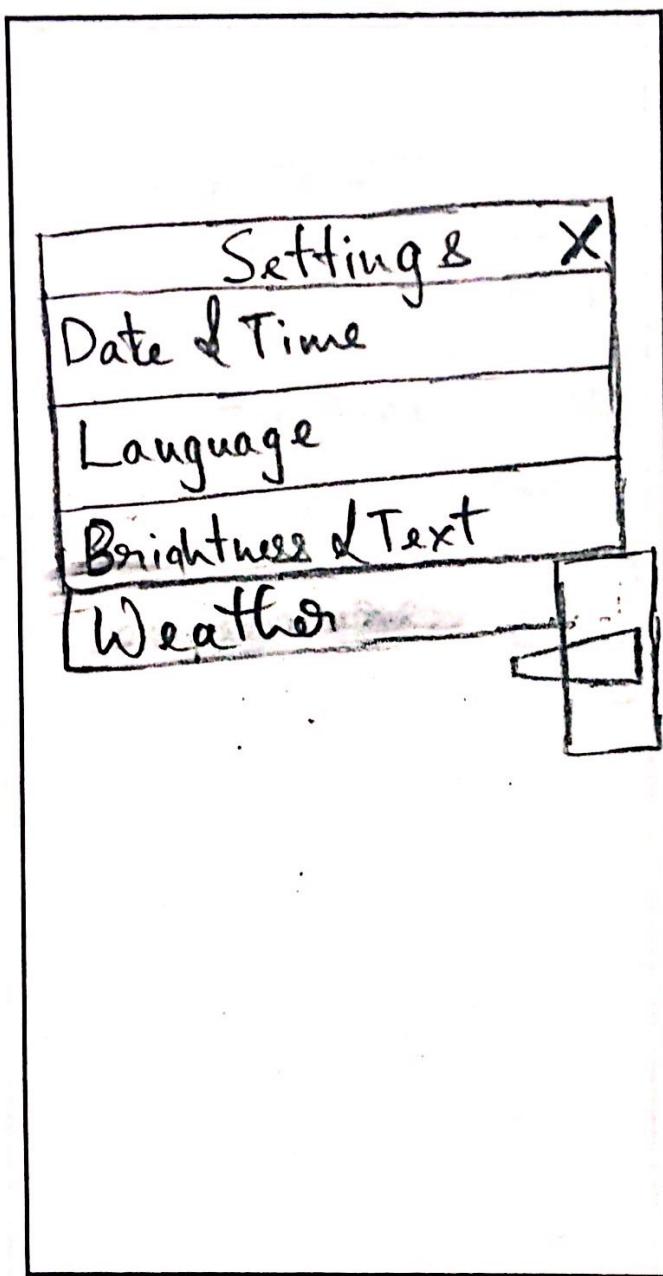


- Settings icon is present on the inside of the door.
- User wants to change settings like language, date format, time format, Brightness, Text size.

Inside

After

Outside

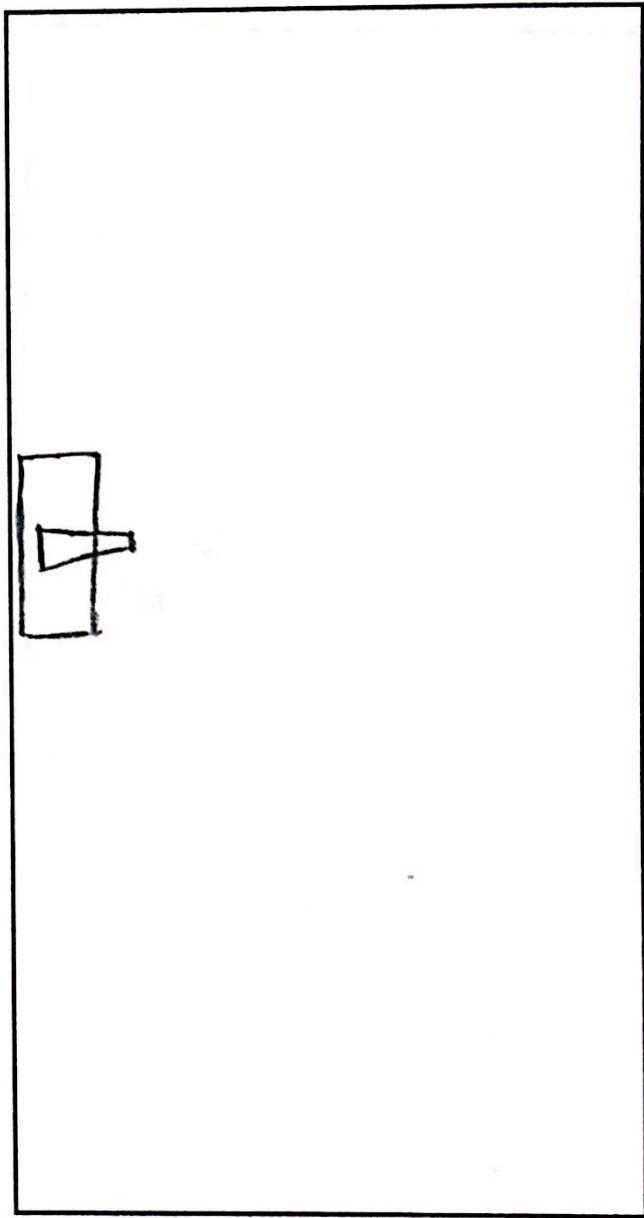
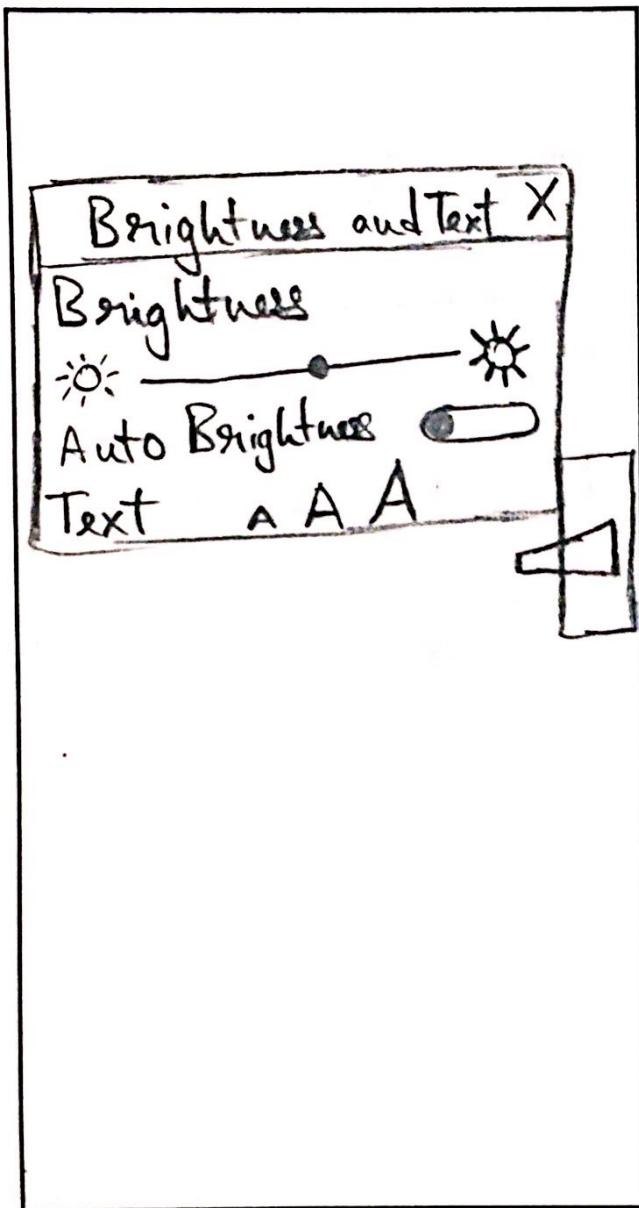


→ User wants to change any of
the settings shown.

Inside

Before

Outside

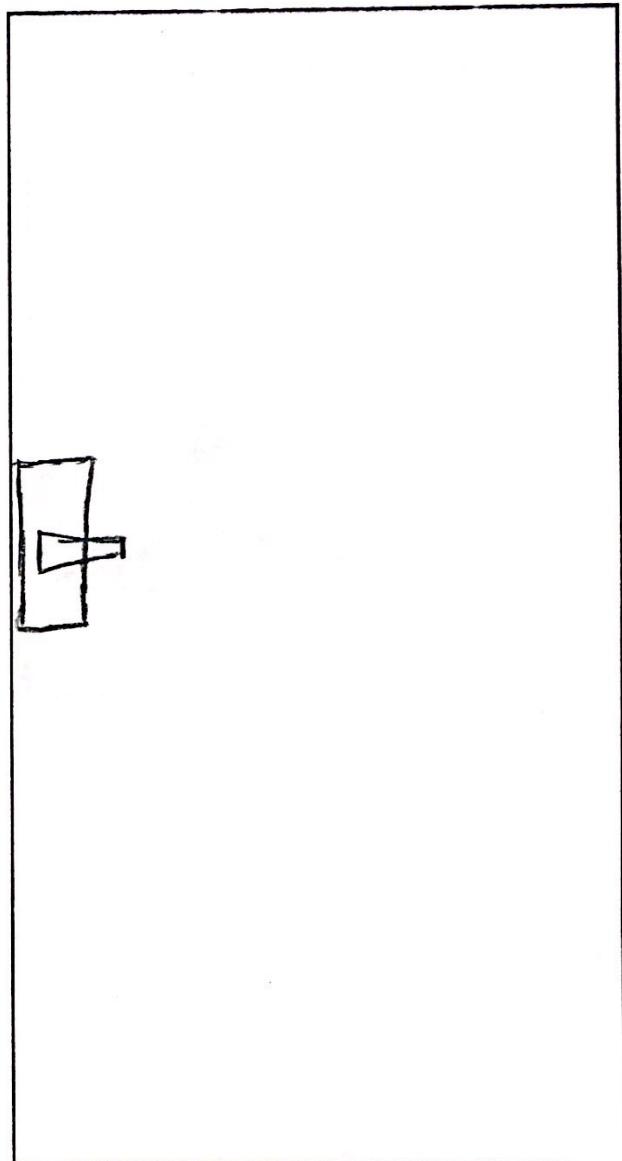
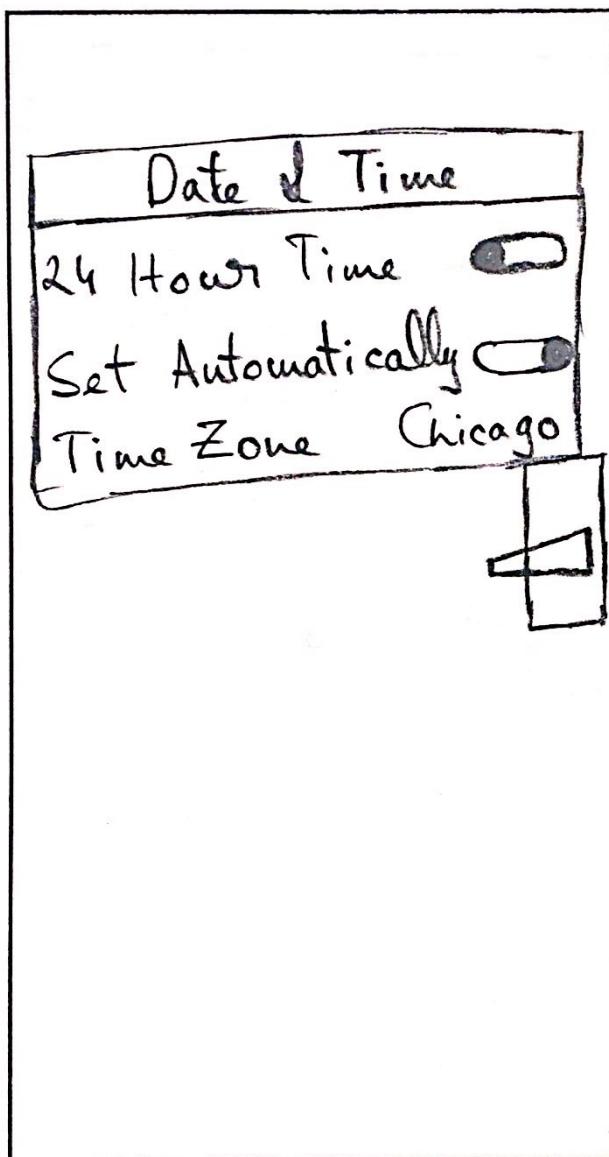


- User wants to control the brightness and text size.
- User can switch auto brightness on or off.
- He/She can select the text size to help elderly people.

Inside

After

Outside

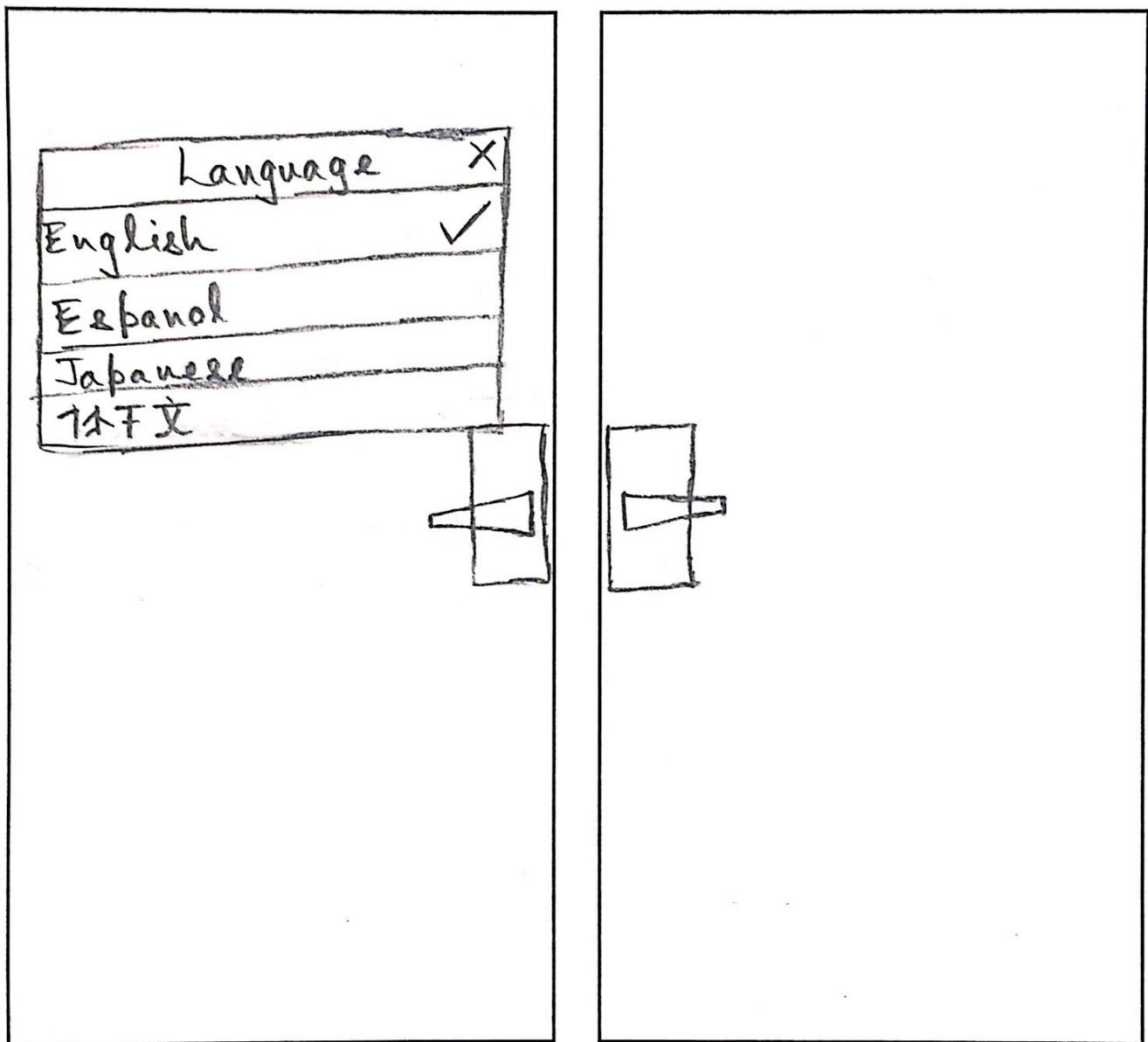


- User wants to change the date and time settings.
- He/She can change the time zone, time format.
- If "Set automatically" is off the user can set custom date & time.

Inside

Before

Outside

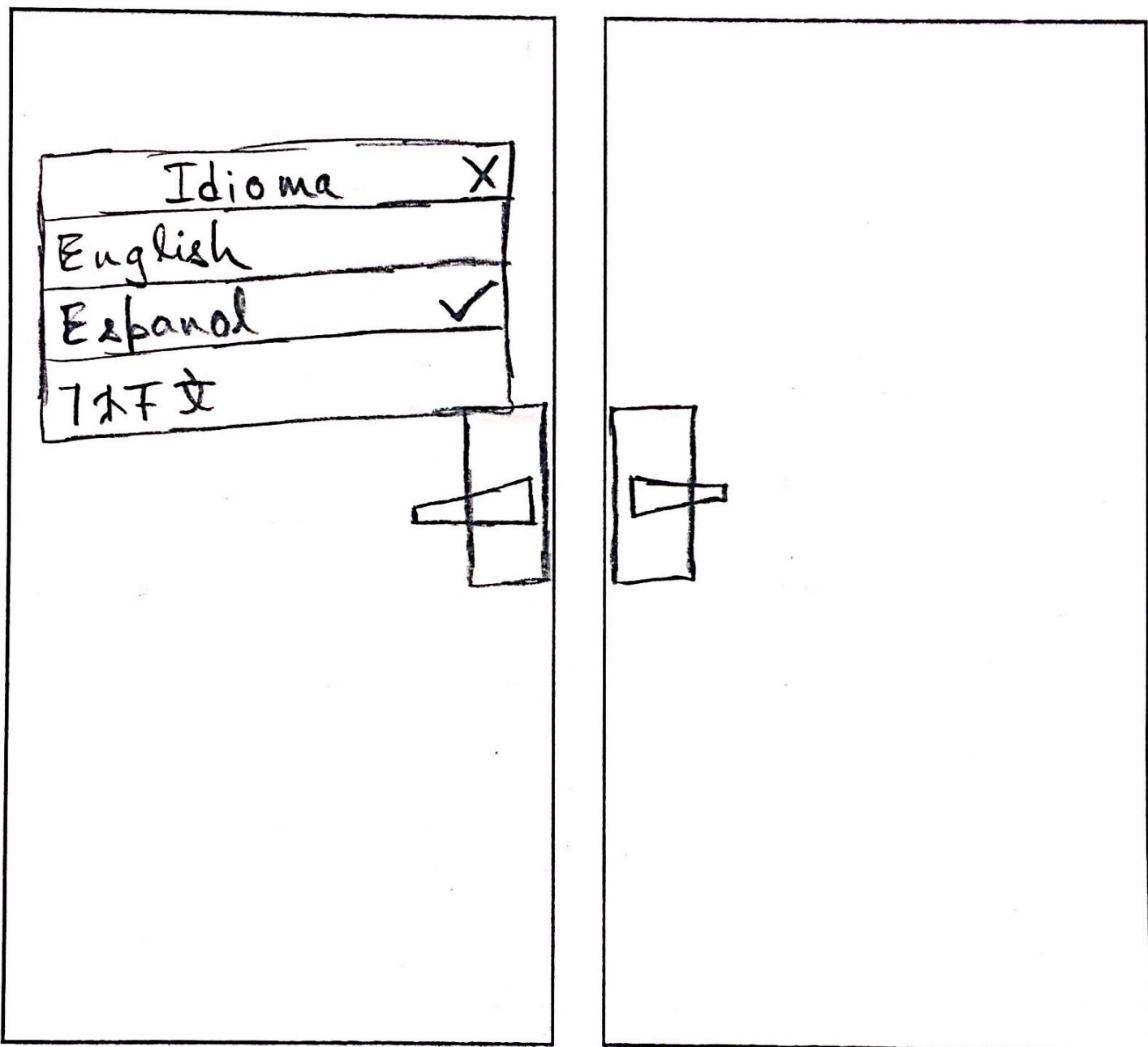


- User wants to change the language of the interface
- User can select any language from the list of 10 languages.

Inside

After

Outside

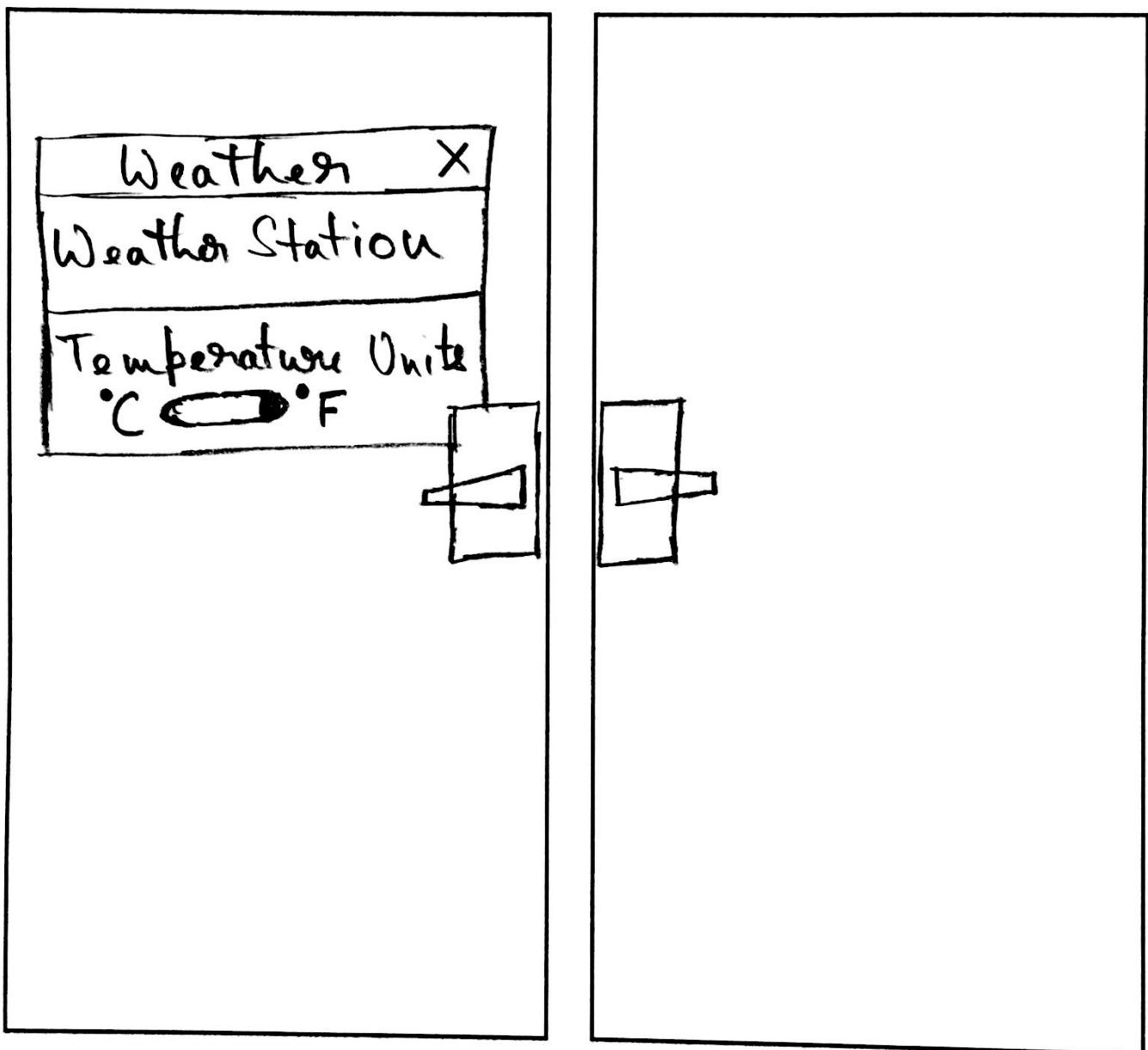


- User changed the language to Espanol
- The headings are also changed accordingly.

Inside

Before

Outside

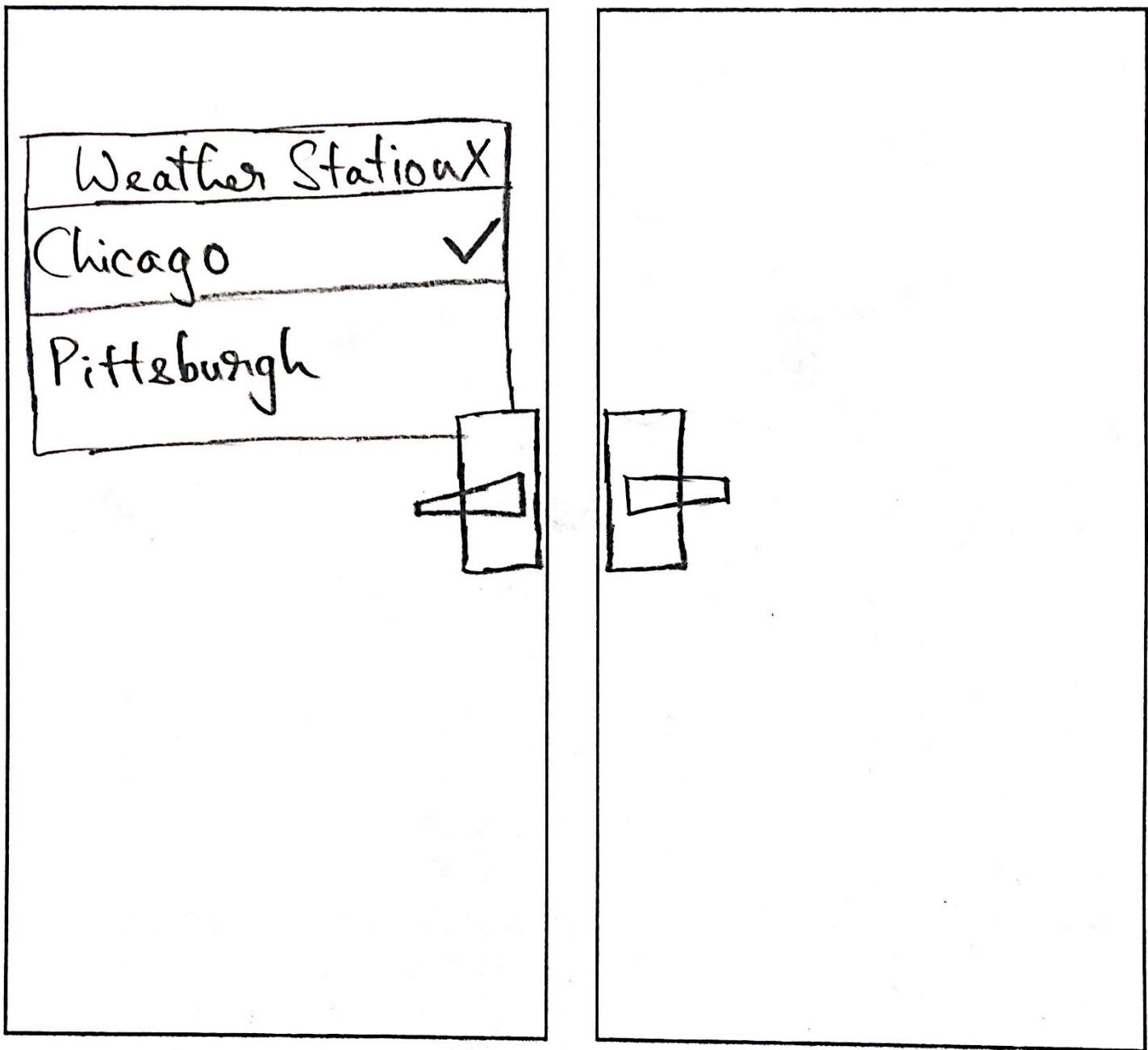


- User can slide to set the temperature units accordingly
- User can change the weather station.

Inside

After

Outside



→ A list of weather stations is supported, and user can select a weather station from the list.