

Media bracelets with 3D sound and music effects linked to gestures, playing music and video.

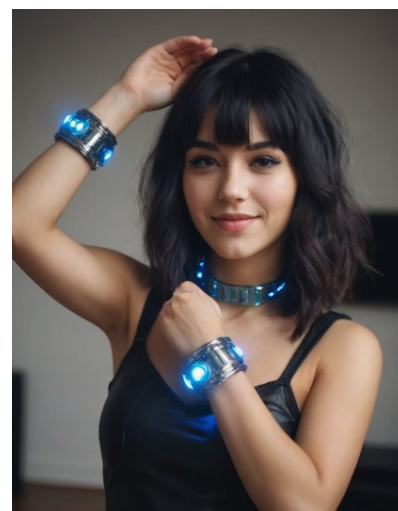
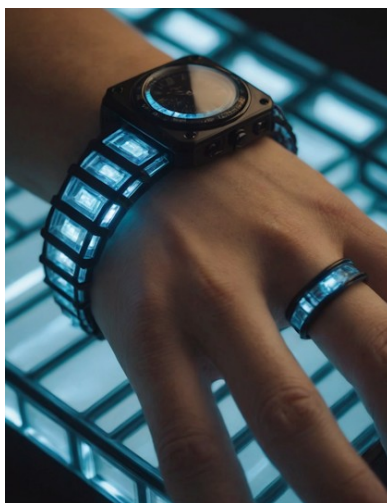
Can be used for: Music, DJ, Dance, VR, AR, Gaming.

Also can be added: Video effects, AR effects

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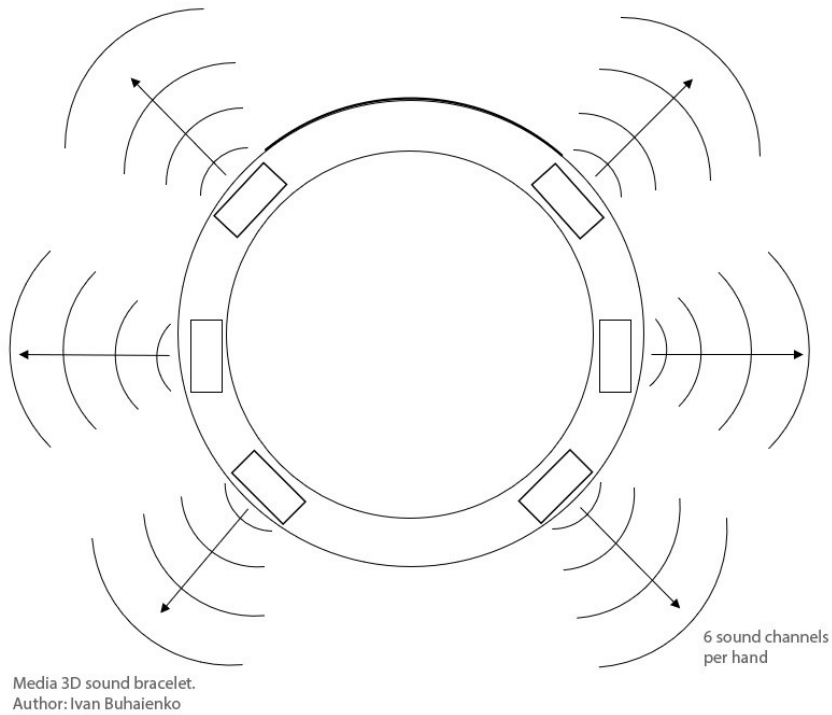


More and more users buy bracelets devices for monitoring body parameters and time displaying - fitness bracelets. Also, a popular device for young people is a portable speaker. Another device for entertainment is the Motion Sensor, Gyro Sensor for game consoles, which transmit the user's movements to effect game events.

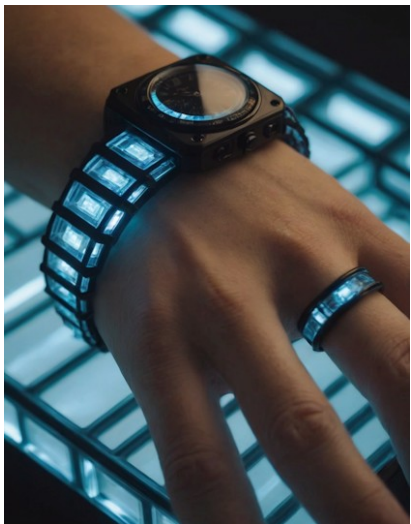
The new explosive idea is to combine these several gadgets into bracelets that can play music not just in stereo, but in 3D Sound, and at the same time taking into account the user's movements making them affect the sound. For this purpose they have 2, 4 or more differently directed speakers. This will provide users with an exceptional and amazing experience. You can influence the volume, tone, tempo of a musical composition with gestures or dance, as well as add your own effects and samples to it. Similar properties can be used for video streaming, adding your own effects to video, or to the augmented reality. 2 bracelets shall be used for real 3D sound (Dolby surround analog).

Another very special feature that can be implemented **is combining several different or same users' devices** (smartphones, sound bracelets etc.) **into the one united multipoint sound space** that can expand the effect of new 4D interactive sound!

3D Sound schema:



Device design variants



The main functions of the proposed Media Bracelets:

Playing 3D multichannel surround sound by placing 1, 2 or more sound playing Media Bracelets on user's hands (also the same type or special foot bracelets, or foot sensors can be provided).

Ability to assign the bracelets movements to:

- change the volume and tone of music
- pause, stop, continue, etc.
- change channels
- 3D audio effect,
- vibrations bass effects
- adding effects, "samples", sounds attached to the gesture.
- gesture control of smartphone, PC, Laptop, Browser, etc. functions
- gesture control of game process or virtual or augmented reality, especially if there are additional sensors
- combining several bracelets and their audio streams of several people into one audio environment (a single audio environment can be implemented by your company as a separate feature for smartphones to show video to friends, for example).

Adding sensors to the body and fingers (in the form of rings) will increase the number of effects and samples.

Affecting the video (for example, streaming):

- Applying an effect to the video by gesture or pressing the keys or the screen of the bracelet.
- Play video sample over the main stream by gesture or pressing a bracelet button or bracelet display
- Change the brightness and other video parameters, play, pause, etc.

All these functions can be provided by the program on the smartphone and / or the hardware of the Media Bracelets themselves. Binding of a gesture to an effect (changing the volume, frequency pattern, 3d sound effect, adding samples) can be quite simply tied to the bracelet and even carried out using its processor. And complex effects it is easier to make and process via a smartphone's processor. The bracelets can be connected in several ways: all to the smartphone; or some (additional sensors, second bracelet) to the main bracelet. Modifications of bracelets with some functions are possible. Vibro-motors can be placed in bracelets and make (bass) vibrations to enrich the effects gamma.

All this allows you to **create a unique sound picture**, not just a three-dimensional, but a **four-dimensional picture**, in which **the composition will sound and be empowered and enriched with additional effects from movements or dance, each time in different ways.**

This will give many additional motivations for users to go in for sports, move more, improve their mental and health state by dancing and moving freely, as well as doing their own colorful music or video shows and streams.

Models' options:

- Just sensors in bracelets, and all audio processing on a smartphone, playback in headphones or a smartphone.
- Audio bracelets with 3D sound, speakers' of high quality. Also includes microphones and sensors. Audio processing in smartphone.
- Audio bracelets with 3D sound, speakers' of high quality. Also includes microphones and sensors. Audio processing in bracelets or smartphone.
- Audio-video bracelets with 3D sound, high quality speakers. Also includes microphones. Processing audio-video in a smartphone. Or audio in a bracelet, video in a smartphone. Bracelet can embed camera for video chat, face recognition, etc.
- Additional to the bracelet's sensors, additional sensors can be added: on the fingers in the form of rings, or on the legs, or on the body for the transmission of dance movements and gestures.



Marketing

The closest analogue is a musical bracelet that works in mono: stereo mode, but from one point (combined channels). Also, in some modifications, it has a microphone and Bluetooth connection to a smartphone and can be used as a headset. Additional functions of different models of different manufacturers: MP3 player, FM radio, backlight, selfie button, playback control keys, signal about the loss of the device.

It is desirable that the final product have the following additional characteristics:

Receiving phone calls, talking. Alarm clock function, including, in the form of a melody until it will be shaken, for example for 20 times. Customizable illumination, incl. according to the melody. Display. Waterproof.

Main consumers:

- Children, teenagers
- Young people (20-40 y.o.)
- Music lovers
- Dancing lovers, hobbyists
- Streamers
- Game console users
- Computer games fans
- Those who need hands-free communication without headphones
- Operators of virtual and augmented reality

Planned estimated unit price is \$ 20-250

