

# Stage 3

## Supporting Documentation

Thursday, Jan 21, 2021

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Human Centered Design 2023  
Data In A Closet



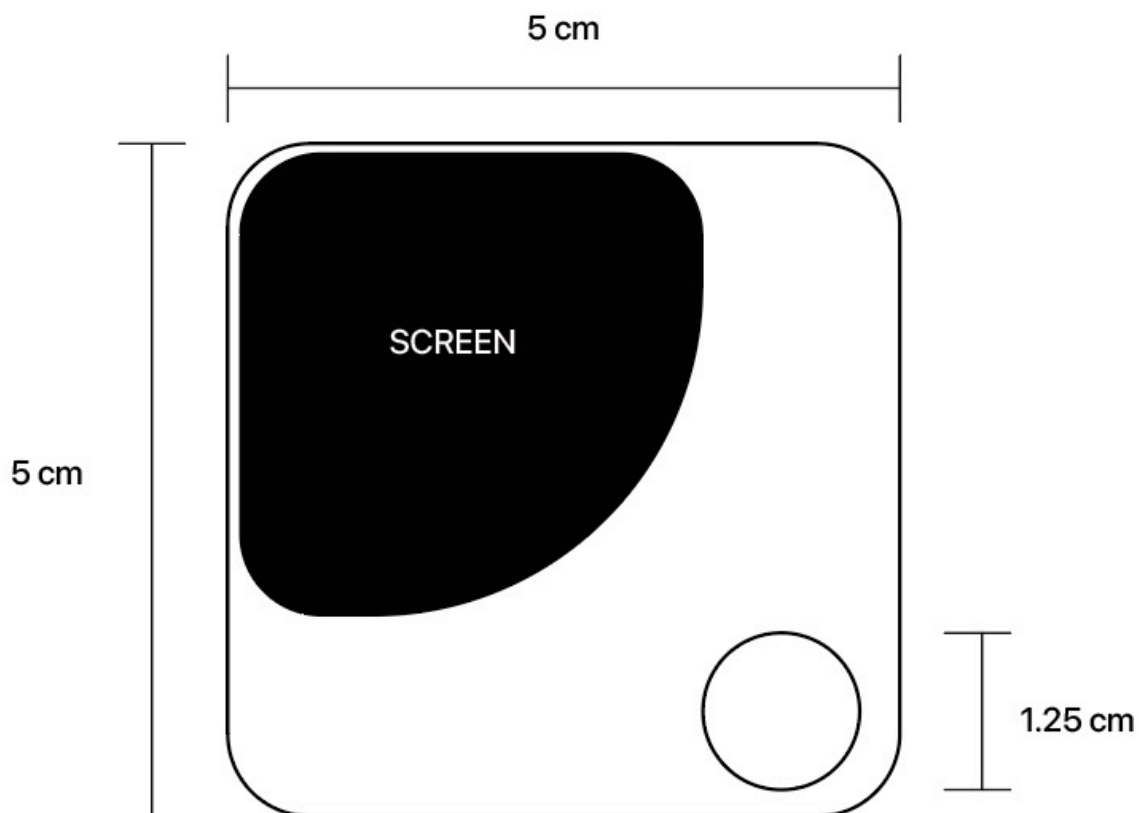
## Initial Idea

Smart Tag style device that is designed to be invisible, while cycling I have often had to stop and check if the tracking has been carried out properly, in one case I found the app completely failed to track the path and thus showed I covered 0.46 km in 40 mins. Keeping in mind the idea of Ubiquitous computing, the tag should be able to recognize and adapt to any kind of exercise, going beyond cycling.

## Final Concept

"Smart-Tracker" that can be attached to cycle, worn as a watch or even as a necklace.

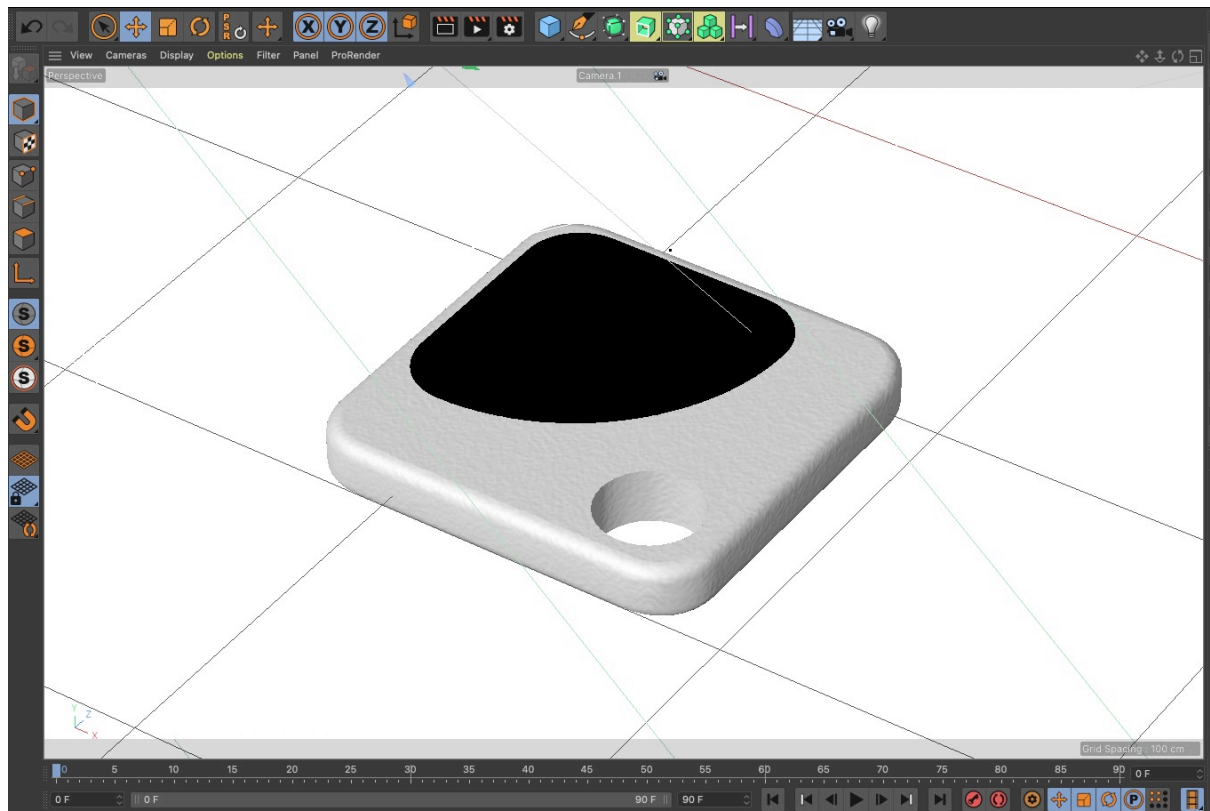
## Schematic Plan (Made in Adobe Illustrator)



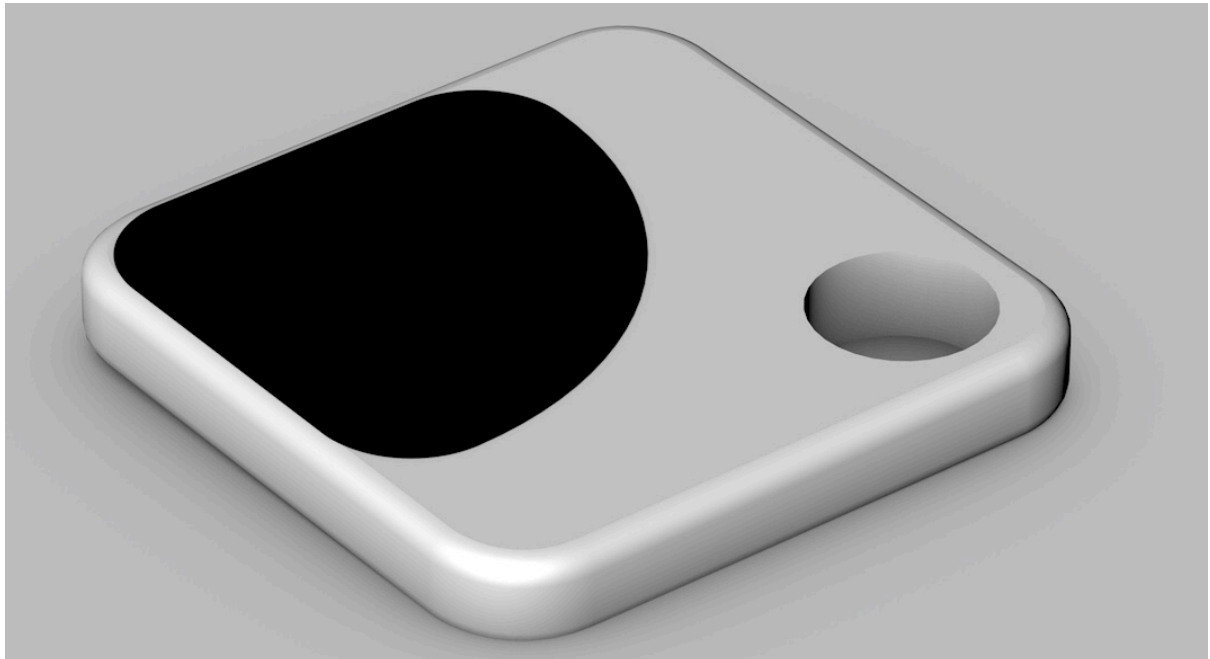
Modelled in Blender, using SVG exported from Adobe Illustrator



Setting up for Render in Cinema4D

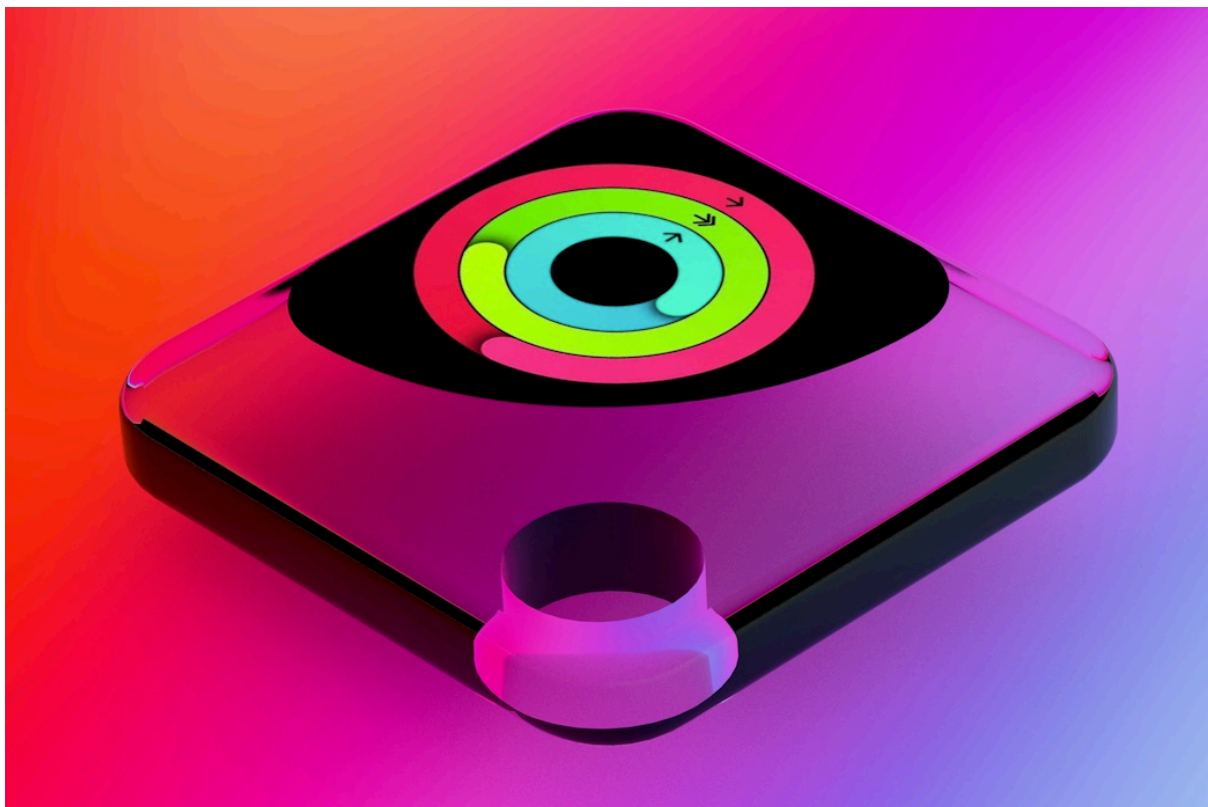


## Some Initial Renders



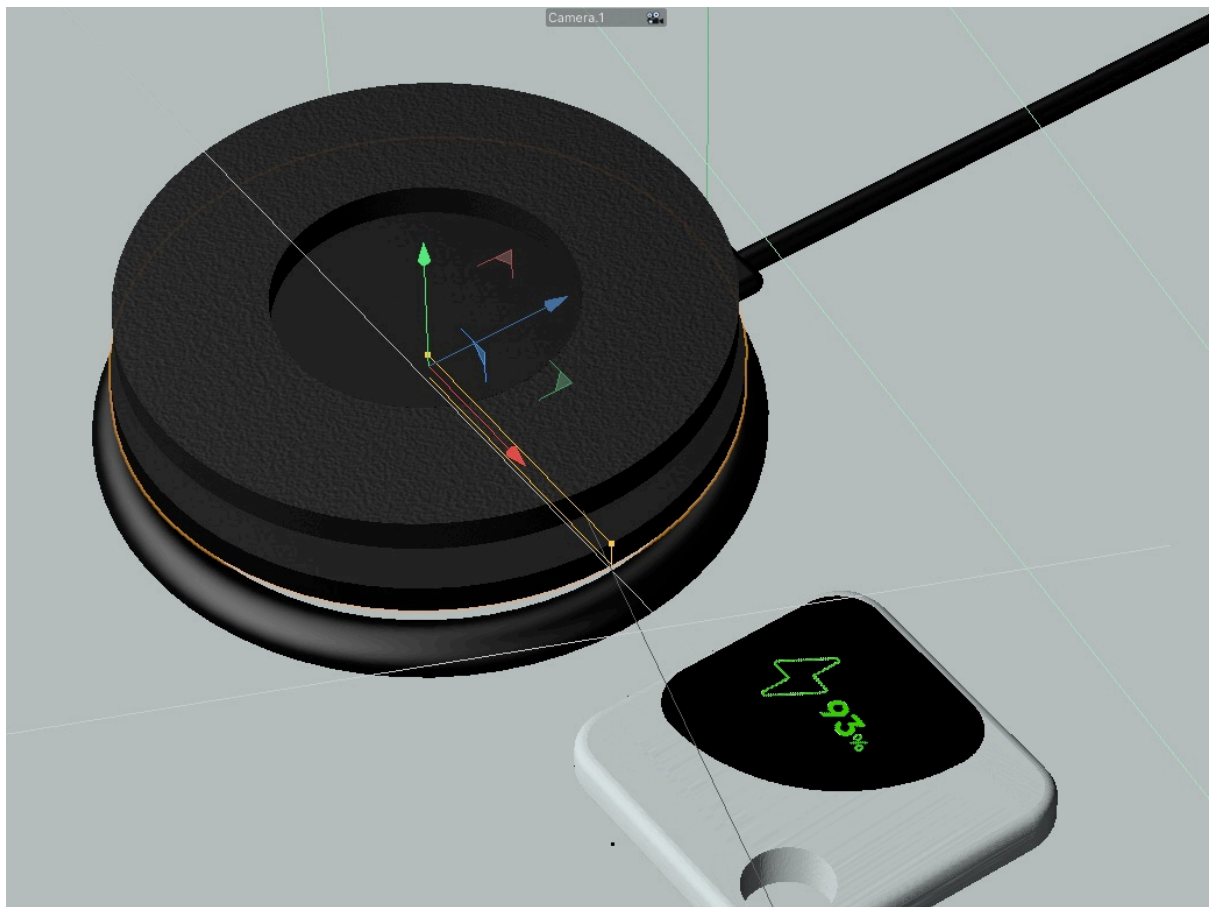


## Some Rejected Renders

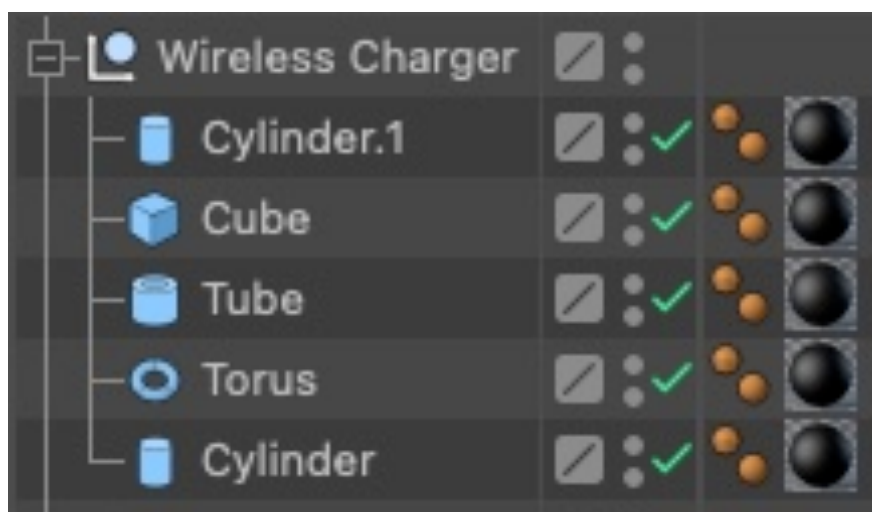




## Modeling the QI Wireless Charger in Cinema4D



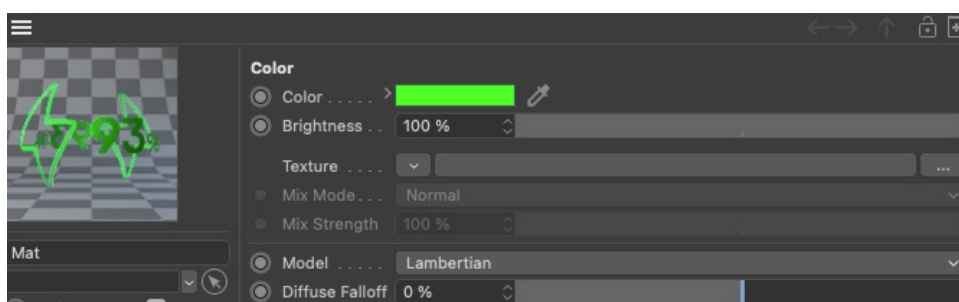
### Wireless Charger Structure



## Renders with Charger



Screen UI made in Photoshop, used as texture in Cinema4D





# Some further Render Layouts

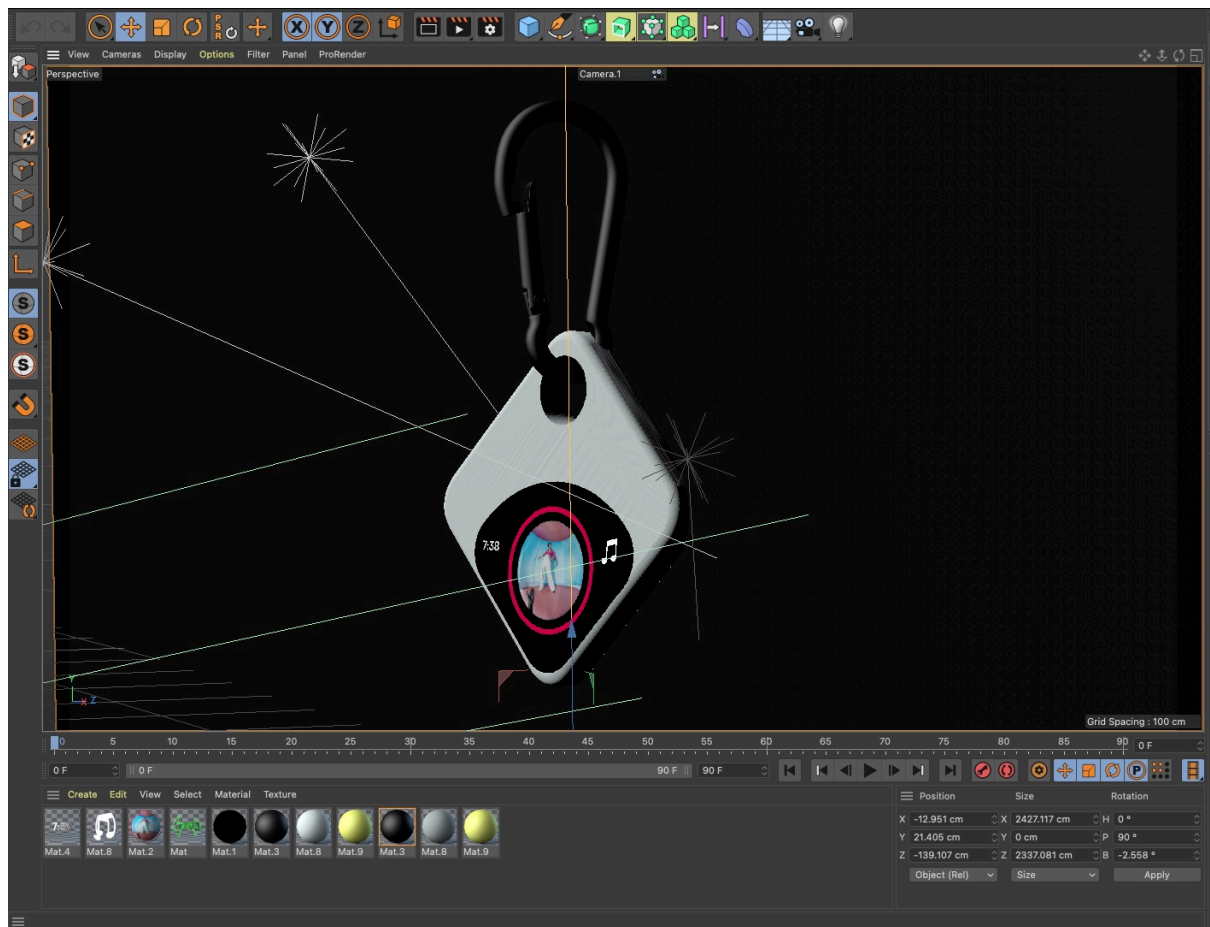
## 1. Isometric



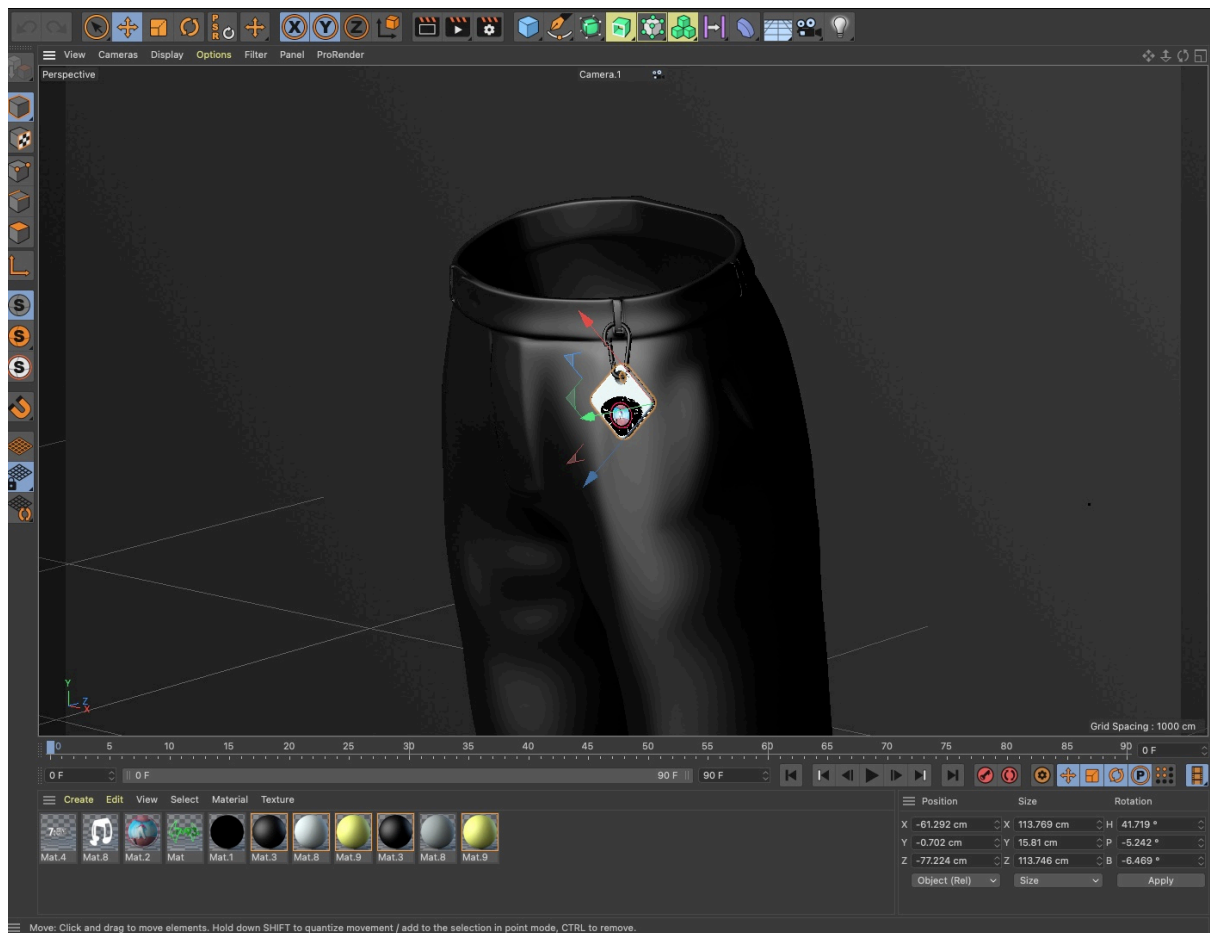
## 2. Flat on floor



## 3. Attached to Snap Hook



## 4. Hooked to Pants

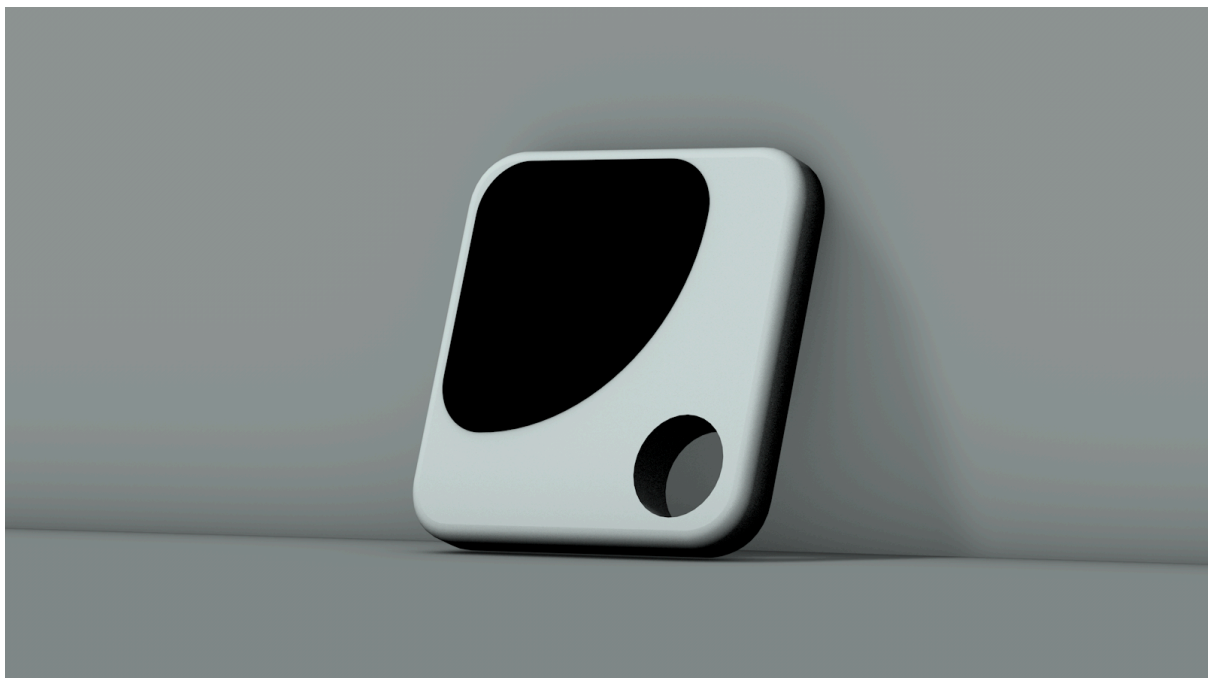




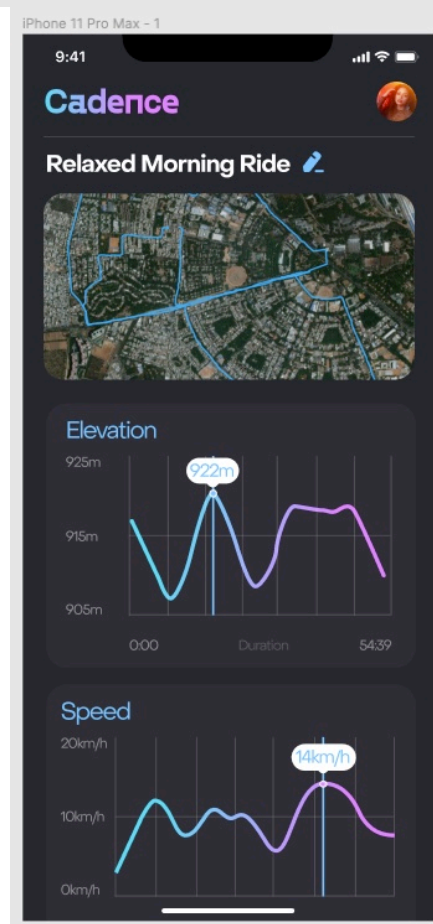
5. Keys



6. Against Wall



# Dashboard UI (Made in Figma)



# Dashboard UI Mockups

Made in Photoshop

