

Project Third Eye

By Joshua Mueller

Visual - Optics - Cyberware

Goal

The world **behind** you was **invisible** before now. With an **eye** behind you, you have **widened** your **field of view**.

Scenario

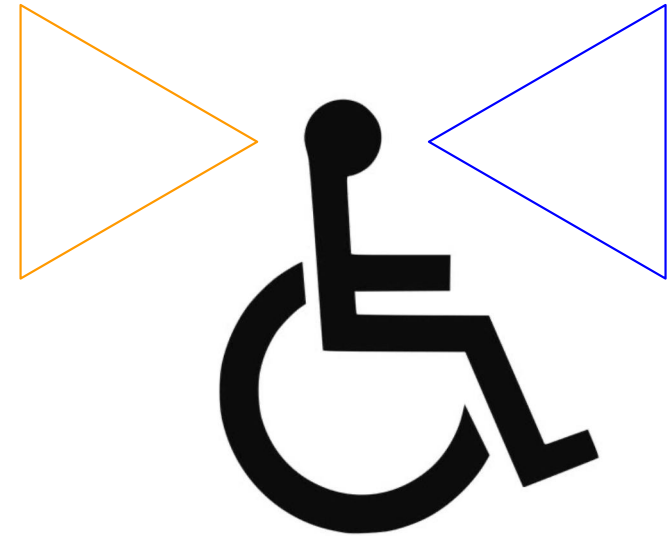
John Doe is in a wheelchair and has limited mobility due to an accident.

He has a hard time seeing what is behind him without using a lot of energy to turn around.

With Project Third Eye, seeing behind him is nearly effortless in comparison to turning himself all the way around.

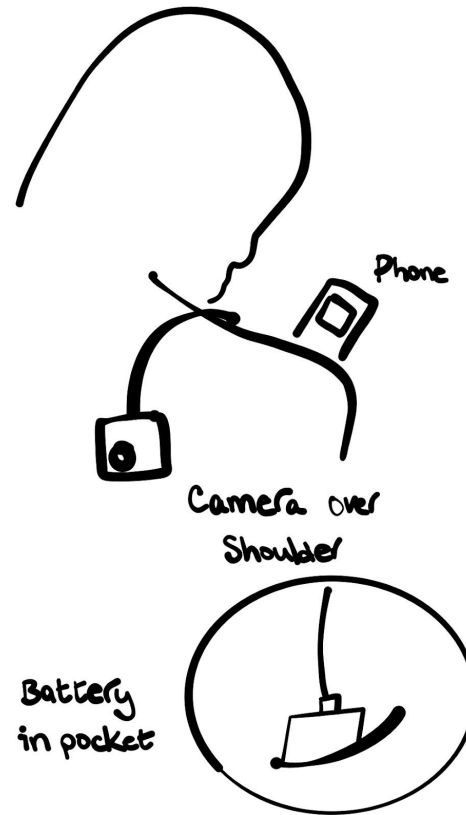
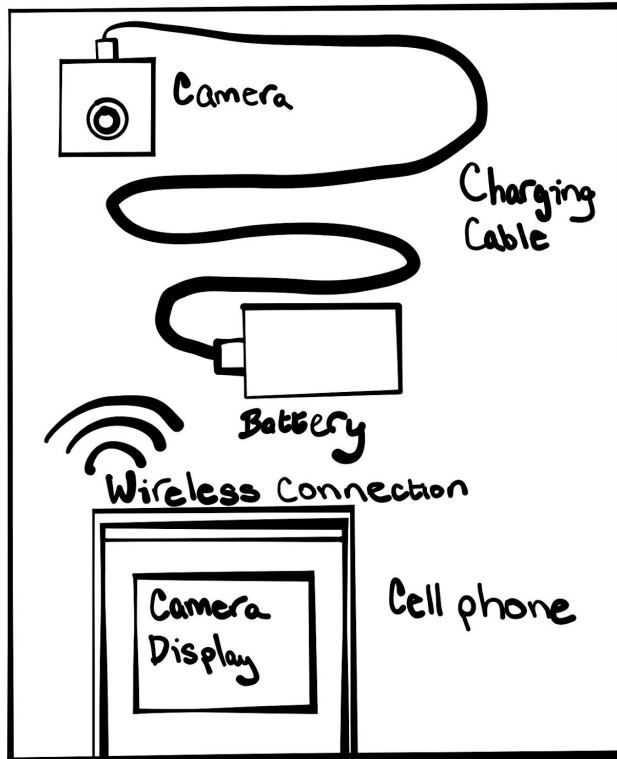
Important for John, yet can allow anyone to see behind themselves faster than turning around

Secondary vs Primary fields of view

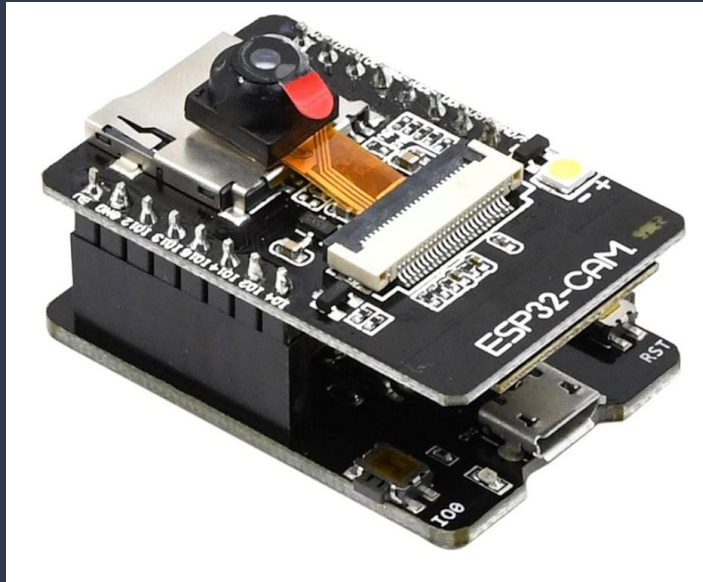


Accessibility for some, availability for all

Concept Imagery: Project Third Eye



Sensor



Camera Module

ESP32-CAM Camera Module \$10.99

Necessary for visual communication

Very small for ease of use

Very affordable for quality and capability

Code:

https://drive.google.com/file/d/1mGrgjAF3v4P7Gj-nobD_Jvb_-VmsEg86/view?usp=drivesdk

<https://drive.google.com/file/d/1UUuekzx-YdFcPhTGT2DmfhPIb-osXqY7/view?usp=drivesdk>