



Вітаємо студента 3-го курсу
ОПП Промисловий дизайн
Сізова Анатолія,
що взяв участь у
Міжнародному
конкурсі «**MOVIN'ON**
CHALLENGE DESIGN»
в червень 2021 в США,
де став призером (увійшов у 5
кращих робіт) суддівської колегії

з проектом автомобілю для людей з обмеженнями по зору
"Kalmar".

PROBLEM

There are about 40 million people around the world struggling with vision impairment, as a result – they lose up to 80% of information, that leads to serious navigating problems in modern city. How can we help those people feel confident in navigating and moving around urban environment?

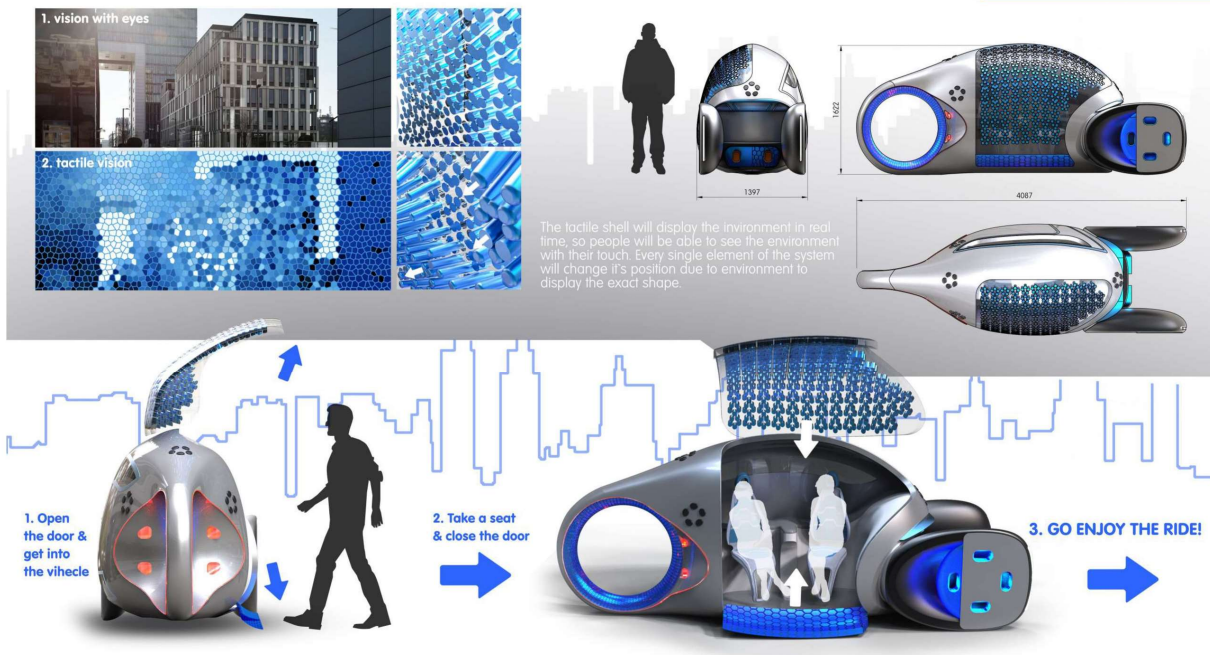
ABOUT TECHNOLOGY

Structure of squid skin is interesting for it's ability to change pattern and relief. That's why we will use it as basis for our tactile shell

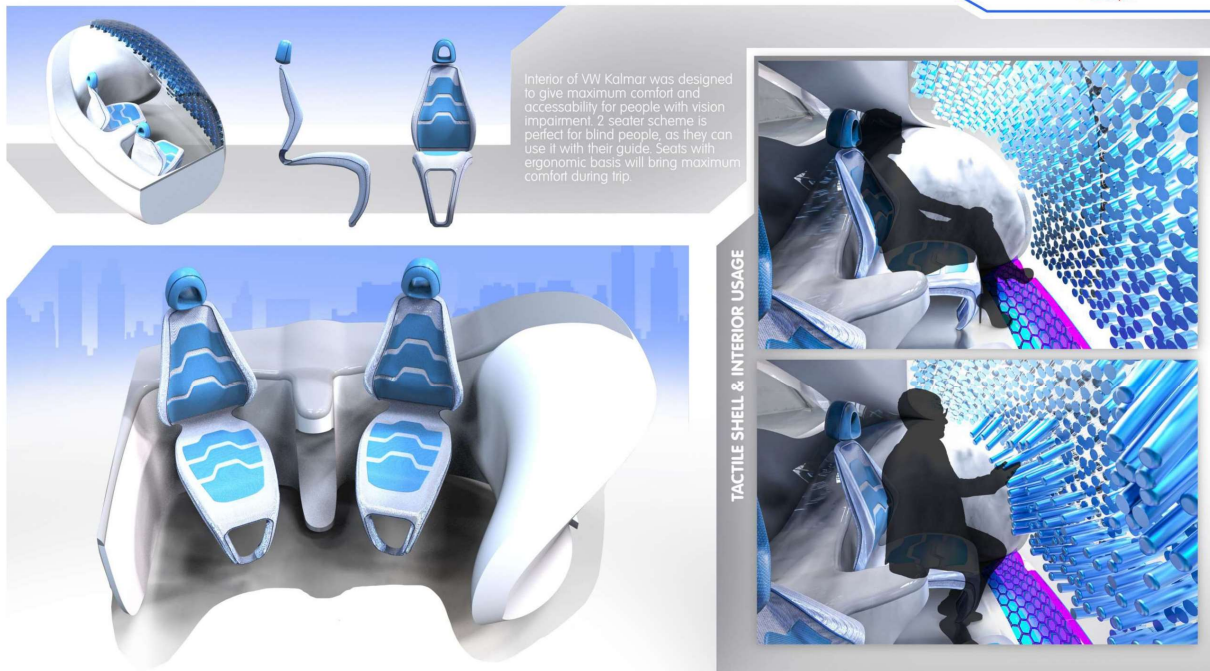
This is tactile shell, which takes structure of squid skin and it translates environment in a tactile way in real time thanks to 3D-scanners around the vehicle

Thanks to LIDAR scanner we can receive all the environment relief in real time on tactile shell of the vehicle, and give blind people a chance to «see» with their touch

SCHEME OF USAGE



INTERIOR DEVELOPMENT



EXTERIOR DEVELOPMENT



Exterior design was inspired by squid shape and texture. 3 wheel design with narrow chassis will perfect fit in urban environment as a compact vehicle.



URBAN USAGE SCHEME



Hello, can I order VW Kalmar please?

1. CALL IT UP

2. WAIT UNTIL IT REACHES YOU

3. GET INTO & GO

1. FIND THE VEHICLE

4. TRY TACTILE SHELL

3. GET INTO IT

5. GO DISCOVER CITY!

