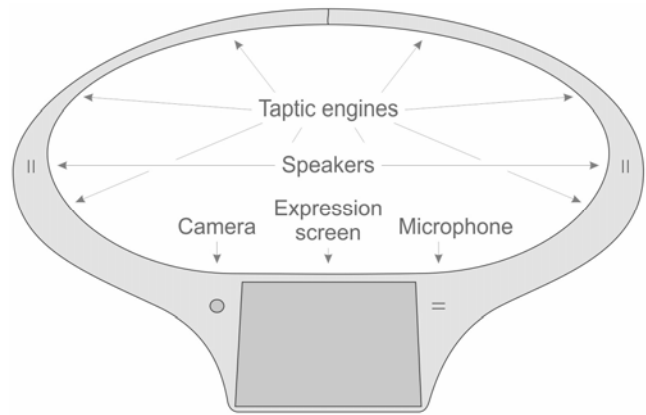


# Wearable communicator

## Smart necklace

### Tactile display



### Script for a commercial

There is a face of a sleeping girl in the frame - she seems to be waking up. The computer animation shows the game of vibrators on the necklace. Scene change.

The girl is stretching after sleep. There is a cute kitten on the screen of the necklace. The computer animation shows the game of vibrators on the necklace. The girl is approaching the coffee machine and gets some coffee. Scene change.

There is a smartphone screen in the frame with a mirror in the background. The girl is reflected in the mirror. She scrolls through a couple of images on the screen and chooses the one that matches the clothes. The selected abstract patterns are slowly being animated on the screen on her neck. Scene change.

There is a smartphone screen in the frame, and an airplane in the background. The girl's fingers enable the "video recorder". Scene change.

The image taken with the video camera on the necklace. We are entering into the salon past the flight attendant. The "welcome onboard" message flashes on the necklace of the flight attendant. In the salon, there are two girls and a guy between them sitting in three adjacent seats. The girls have their heads resting on the guy's shoulders, pressed tight against his neck. The guy is holding a tablet computer. All three of them are looking at the screen. The computer animation displays vibrations around the guy's neck. Scene change.

Entrance to the exhibition hall. Our girl is walking by along with a few other people of different nationalities. Everyone has a screen around their neck. The screens show the names, last names and logos of organizations. The design of the devices is different and matches the costumes. Scene change.

There is a speaker at the stand. There is a logo of the party or organization on his screen. Scene change.

Our girl is sitting in the armchair in the hall. The camera is shooting over her shoulder. She selects the "massage" mode on the smartphone and throws her head back. Scene change.

There is a cafe on the waterfront, music is playing. In the background, a guy is sitting at a table and listening to music with his eyes closed. The upper buttons of the shirt are unbuttoned, and the necklace is visible. Our girl noticed him and is sitting down at another table with a smile on her face. In the smartphone's menu, she selects the translation of vibro subtitles with the logo of this cafe. Scene change.

We can see the waterfront, the sun is setting. Scene change.

We are in a club, music is playing. There is a close-up of a bust and neck. The camera zooms out. Our girl is actively dancing with her back to the speakers, her eyes are closed. On the screen on her neck, the picture matches the figures that are displayed on the big screen near the stage. The rhythm of the music becomes slower, the girl shifts from foot to foot, opens her eyes. The guy who was previously shown at the cafe is approaching her. The guy is holding a drink. Scene change.

The girl and the guy on the dance floor are pressed tight against each other, their heads pressed to their partner's neck. The computer animation displays the vibrations. The vibrations are moving along the necklaces back and forth in sync with the melodic rhythm. Fade out.

### Advertising at competitions

We connect telemetry for free to potential winners in technical sports. For example, we can install telemetry sensors on a racing car. Such means of indication as an instrument panel are good for a meaningful reaction. The operator should get distracted, look at the device, come to a conclusion and react. A ring with vibrators after a short period of getting used to it allows for a faster response at the level of reflexes. For example, the sensor may warn about insufficient force of the wheel pressed against the road surface during maneuvering.