



Audio sunglasses

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AUDIO SUNGLASSES OFFER IMMERSIVE SOUND EXPERIENCE

 COMPUTING & TECH

AR compatible lightweight sunglasses use sound instead of sight to relay information.

Spotted: Wearable technology is being integrated into many sectors of our lives. From a [headset](#) to treat depression, to environmental protection, to a [scarf](#) that protects the user from air pollution, the possibilities are seemingly endless. Now, a set of sunglasses from [Bose](#) could bring a whole new level of entertainment to immersive audio.

[Bose Frames](#) are sunglasses with built-in speakers for an immersive audio experience. The wearable comes in two classic designs, “Alto” and “Rondo”, and combine wireless headphone functionality with the opportunity for AR audio. Micro-acoustics and voice control mean that user access and control is unmatched by other wireless headphones. The speakers are also extremely lightweight, meaning the glasses themselves are no noticeably heavier or bigger than regular styles. Bose Frames can also stream music and information, take and make calls, and access virtual assistants. Bose has also taken security into consideration here, keeping playlists, entertainment, and conversations private.

The sunglasses are compatible with Bose’s audio augmented reality (AR) platform. Unlike other immersive glasses, Bose AR doesn’t change visual effects or superimpose virtual objects within the user’s gaze. Instead, it uses a 9-axis head motion sensor to monitor the user’s position, together with the GPS from an iOS or Android device. It can then add a layer of audio, connecting that place and time to various combinations of music, podcasts, and other audio elements.

Bose Frames are available from January 2019 for €179. Bose AR apps that will augment the wearables' functionality are already in progress and due next year.

4th January 2019

Website: www.bose.com

Contact: www.bose.com/en_us/contact_us.html

Takeaway:

Immersive technology has certainly taken off in the entertainment sector, but can often be too clunky or heavy for everyday use. The integration of AR compatibility into something as simple as sunglasses could be ground-breaking. How else might immersive functionality change how we use everyday objects?