THE BIG REVEAL

FEATURING FUTURIST **AMELIA KALLMAN**

Introduction

Welcome to the 32nd edition of my monthly innovation newsletter, The Big Reveal. You can also watch or listen on YouTube here.

Really enjoyed hosting World Summit AI and The Next Web, as well as being a guest on Business Breakfast TV and AV Works.

On 18th Nov. you can catch one of my talks at the Great British Business Expo, and I'm hosting a panel on 'XR Against Isolation' at Virtuality, a European XR trade show held in VR and online, 2nd Dec. I'm also hosting a launch event for StudioX on 10th Nov., be sure to tune in at 11:00am!
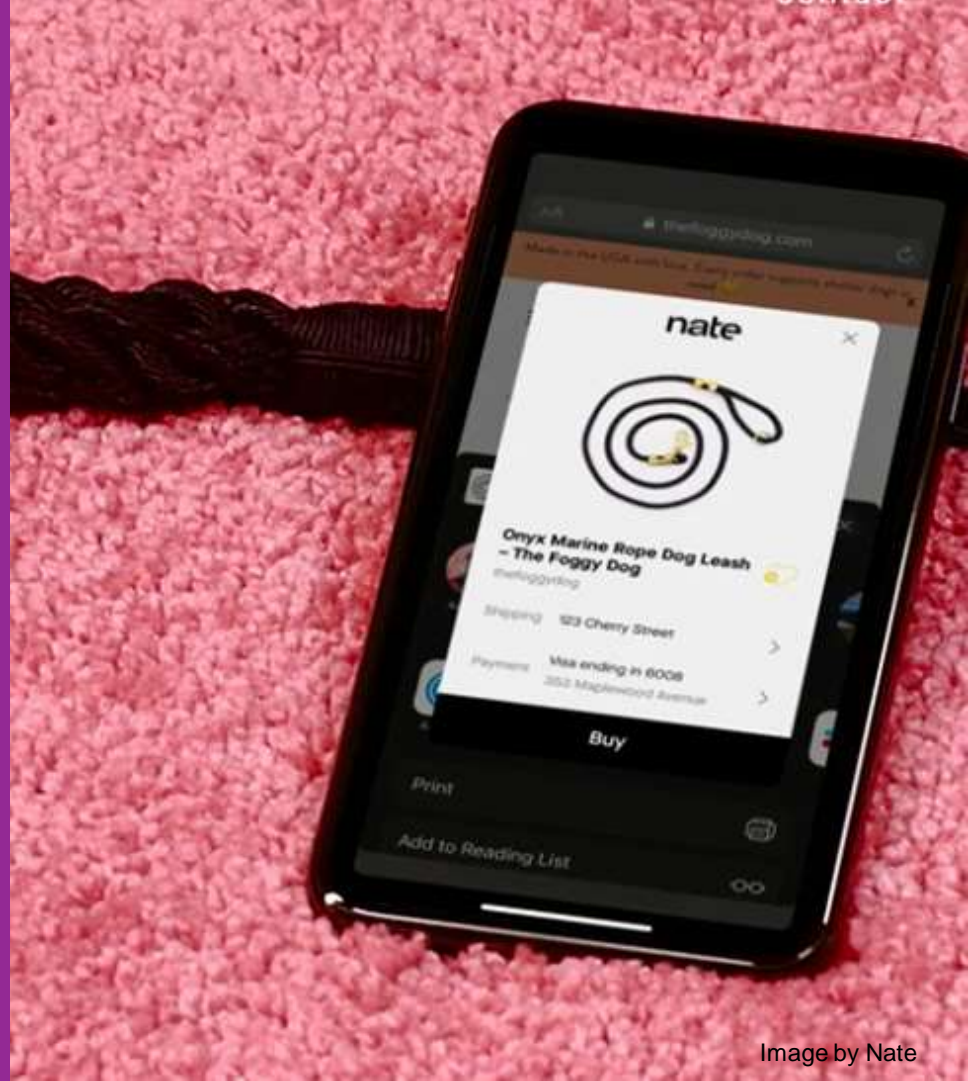
Wishing you all the best,
Amelia
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01
Nate

Nate is an app that makes the entire online checkout process redundant. When you see something you want to buy online, simply share that item with Nate in one click and the digital assistant automatically completes the online transaction. Using deep learning it navigates websites, clicks, and fills out forms so you don't have to.

Image by Nate

Website.

02

LaLaLand

Startup Lalaland leverages neural networks to create 3D images of artificial humans for online retailing. Instead of seeing how a garment looks on a skinny white model, LaLaLand allows us to see the garments on any ethnicity, skin colour, height, weight, or body shape. It aims to provide a better customer experience that lets brands save on operational costs and reduce returns and exchanges.

Website.

Image by LaLaLand.Ai

03
Buffalito

BuffaloGrid is currently Kickstarting the Buffalito, a multi-purpose smart light and mobile charging device designed to act as a portable and cost-effective way for millions of people to transport and store electricity. Currently on offer for £15, for every 2 Buffalitos sold, 1 will be provided cost-free to a person in the developing world as part of BuffoloGrid's wider mission to remove internet adoption barriers by providing free power to charge mobile devices and digital services to connect the Next Billion.

Kickstarter.

Image by BuffaloGrid

04

Virus Killing Mask

Taking face masks one step further, MIT researchers have created a mask that can inactivate the virus while sterilising the air. The reusable mask incorporates heated copper mesh powered by a battery that rapidly degrades viral particles, surrounded by insulating neoprene to allow users to breathe clean air in and out.

Article.

Image by MIT

05
NextMaker Box

Combining real-world robotics and programming concepts with tangible, interactive technology, NextMaker Box provides all the hardware and software needed to get 7-12 year-olds coding from home. Every month a new challenge arrives at your doorstep from building robots and game controllers, to making smart home devices, allowing kids to learn about game design, machine learning, and data science. Get your 1st box now for approx. £30 by supporting on Kickstarter.

Kickstarter.

Image by NextMaker Box

06
Google Hum

Ever get a song you can't name stuck in your head? Google has added a new search option that allows you to hum, whistle, or sing part of that song, and then identifies it. Using machine learning to transform the audio into a number-based sequence representing the song's melody, it is then compared to an existing library of songs, giving you the result you were after.
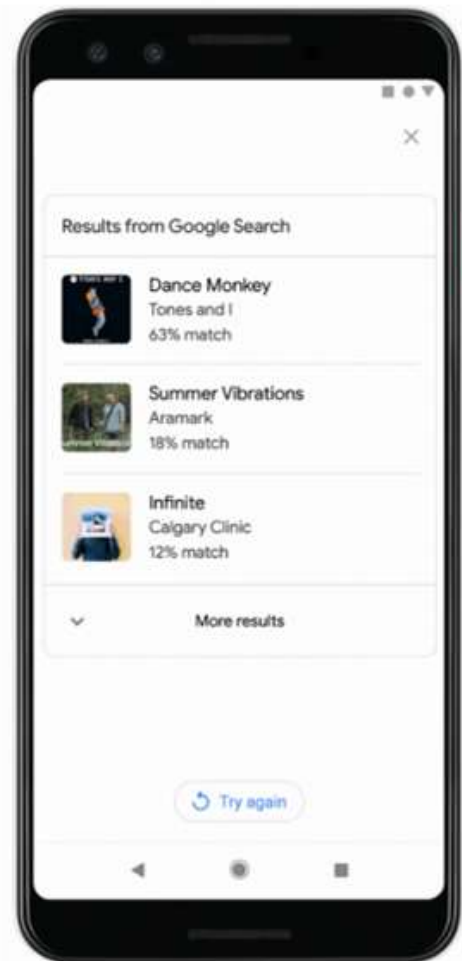
Image by Google

07
TouchFree

TouchFree by Ultraleap enables companies to seamlessly retrofit existing kiosks and touchscreens in a way that moves consumer usage of public screens into mid-air interactions to create a hygienic alternative. It uses a camera module and hand tracking software alongside the application for touchless gesture control, and can be added to any screen.

Website.

Image by Ultraleap

08
Covid-19 Detection

MIT researchers have found that an AI model can distinguish people with asymptomatic Covid-19 from healthy individuals through forced-cough recordings, which can be submitted over a cellphone or laptop. While undetectable to the human ear, the AI accurately identified 98.5% of coughs from confirmed Covid-19, cases, including 100% of coughs from asymptomatic cases.

Article.

Image by MIT

09
SR Display

Sony's new Spatial Reality Display (or SR Display) uses eye-tracking to render believable 3D objects, without the need for 3D glasses or a VR headset. "A step towards remotely communicating with shapes," it can be used to view and share complex 3D models and scenes remotely, and as a tool for CG and VR artists to easily preview their work. Available in November for $5,000.

Article.

Image by Sony

10
Micro Monsters

Alchemy Immersive have teamed up with Sir David Attenborough and Oculus for a five-part series in VR that is a continuation of Attenborough's original production of *Micro Monsters*. Audiences see all of the tiny creatures' minutia in alien-like detail through an incredibly high frame rate (60fps) and spatial sound design. From watching a caterpillar transform inside its cocoon, to a scorpion and centipede fighting to the death, this series lets us intimately explore nearly invisible worlds like never before.

[Article.](#)

Image by Oculus

Thank you

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