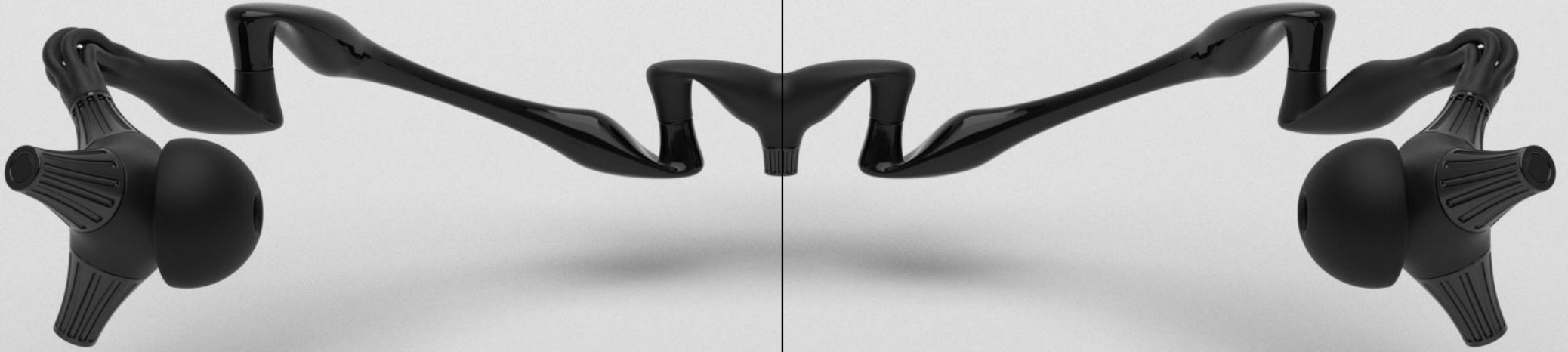
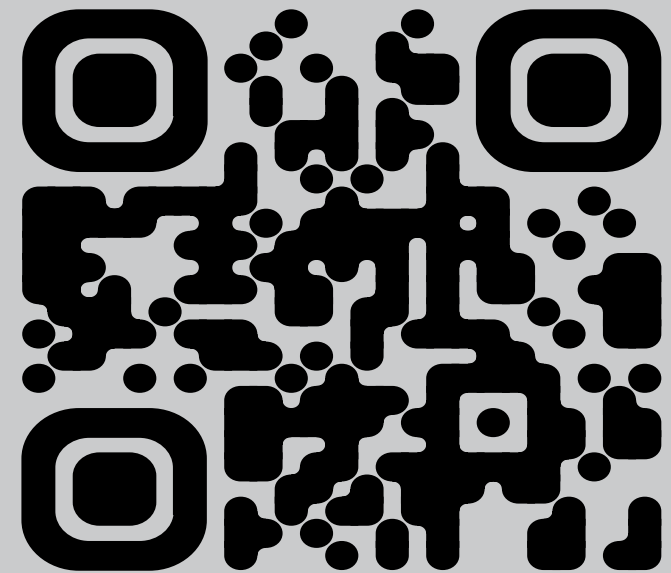


# SCXRPIXN



BY RAMTIN ZXURMAND

**Form Follows Music** or how a song manifests itself in the form of headphones. The project started with the emotional analysis of a song. How does it feel and what does it trigger in us. This was the basis for the development of a wide variety of headphone concepts that go far beyond the familiar product spectrum and introduce new ideas, functions and design languages into the rather classic headphone world. Once again, this shows that the path ultimately decides the destination.





The distortion and bass in Scarlxrd's track weirdx reminds me of an explosion and the aftermath. The high tones in the vocals go under your skin like implants. Call them augmentations because the lyrics push me to give 100% like an olympian athlete. The song is precise like a satellite trajectory yet raw like a predatory animal. But the lack of audible instruments is evoking a synthetic feel and a machinelike coolness.

## PROBLEMS:

Cables interfere with work/exercise.

Cables often break

Over-ear headphones weigh a lot.

And they heat up the ears, making them impractical for exercising/working.

They are also not transportable without an extra bag.

Battery life of in-ear headphones is too short.

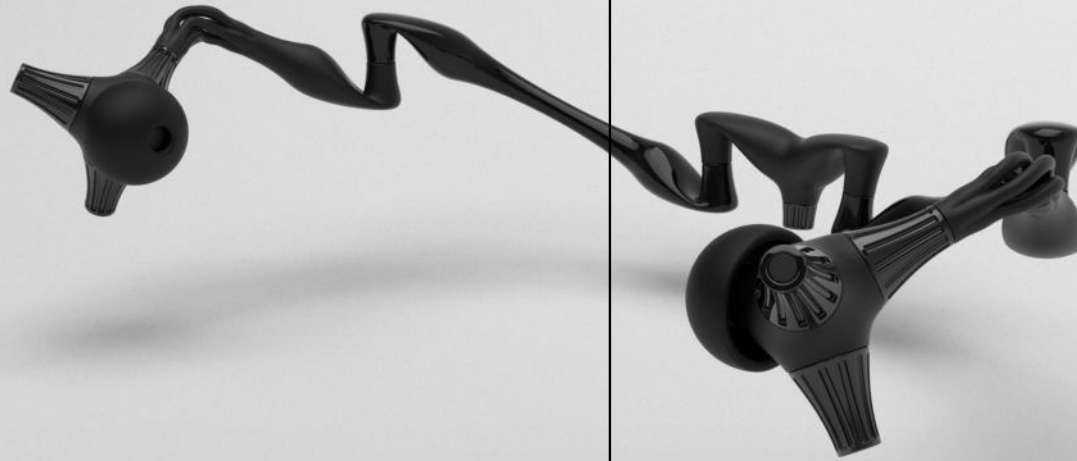
In-ear headphones can easily fall out.

When you take them out to do something in teamwork, your hands are directly full, making you inflexible.

They are also difficult to use (touchpads, double occupancy).

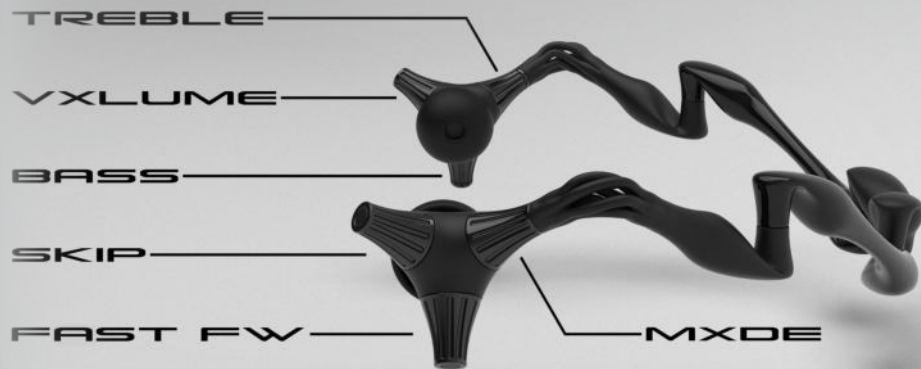
Headphones could always be louder.

the earpieces can not fall out, because they are pushed in firmly



Through the bridge the headphones can easily rest on your shoulders. there is also more room for an increased battery life.

# USER INTERFACE



The dials click in small steps. This allows fast and intuitive usage. Any part of a song/album/playlist can be approached with speed. Treble and bass can be adjusted without your mp3 player or smartphone.





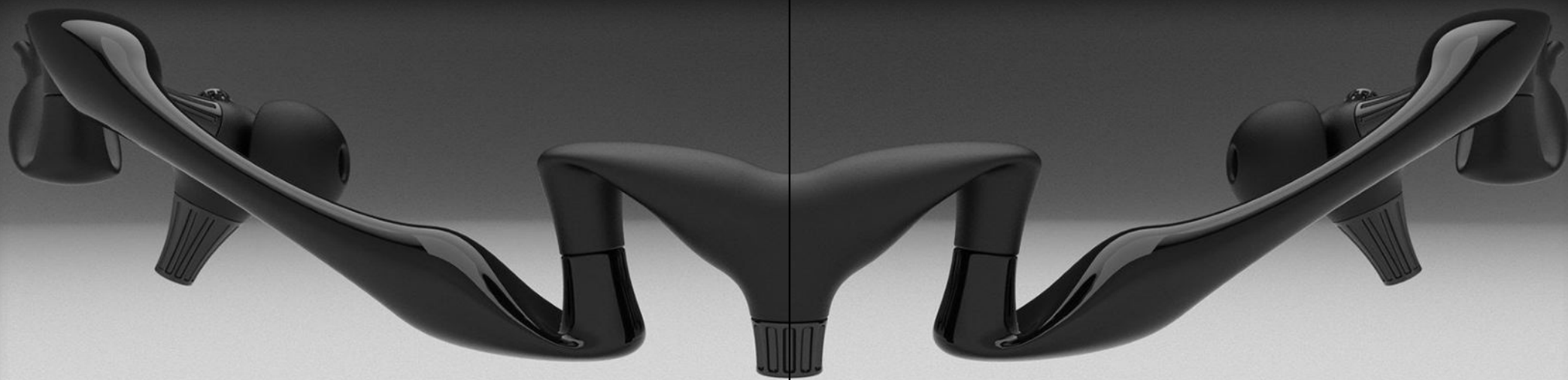
TURN TX ADJUST FIT

# STXRE AND CHARGE



1

2



PUSH TX UNFXLD

# APPEARANCE



I have tried to give the headphones an aggressive look while maintaining their 'pure' and synthetic appearance. They seem to grab on to your head without comfort. (with them) aim to bring the raw functionality surface. because there are 3 speakers on both sides. the magnets of the dials, so you can see them vibrate while in

the headphones an while maintaining functionality appearance. to grab on to and ears, sacrificing The Tubes wires in to bring insides and to the 6 wires are 3 speakers Consequently speaker are visible dials, so you can see usage.



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