



AMIR-BANANA17

Physical Architecture:

The inspiration source to all the designs basically comes from what matters in this day and age and in compliance with creating wonderful Smartphones which are packed with electronics, but they don't necessarily have to look like all other boring models in the market. In doing so, "AMIR Designs Ltd's" are inspired from nature. The source of inspiration to this Smartphone model is a banana. The truth is that the design principles are as if though two bananas are somehow placed together and inline.



There are at least two very important reasons for why this model looks the way it does. They are as follow:

1- Ergonomics:



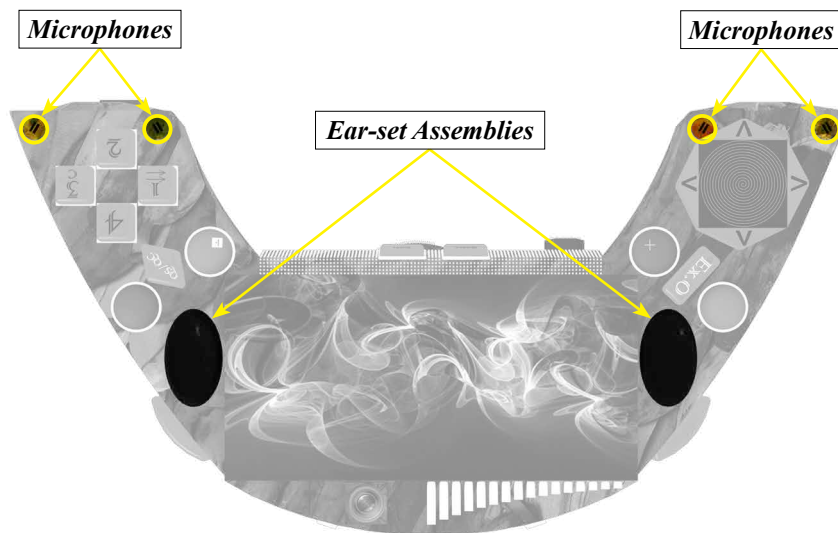
Left-handed Users

With reference to the image of this model somehow operates like the one of model AMIR-B15. All the smartphones in the world must be held only one way, the right side up, since the Microphone is designed only at a single end. With regards to the fact to whether the Unit is held right side up or upside down, it is going to work just fine. As seen in the image, since it must be held from the mid section, not only it is ergonomic, but also the fact that has two sets of Microphones (every set of Microphones, each located on the lowest end of either handles) and an Ear-set assembly at each end, it can be used by both right-handed and left-handed people, also both types of people can hold the hand set with the tail tips upward at either sides of the head. Ergonomically appropriate way of holding this Smartphone is to hold it with the tails upward when talking.

This Unit is engineered in a way that whichever Ear-set placed on the ear, the intelligent electronics including the voice detection circuitry will disable the Microphone set on the same side and the Ear piece assembly at the opposite side.

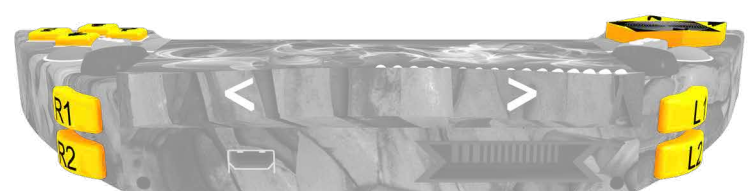
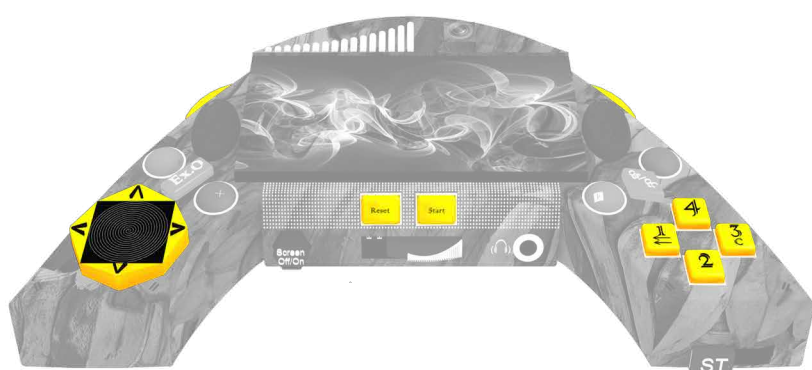


Right-handed Users



2- Games:

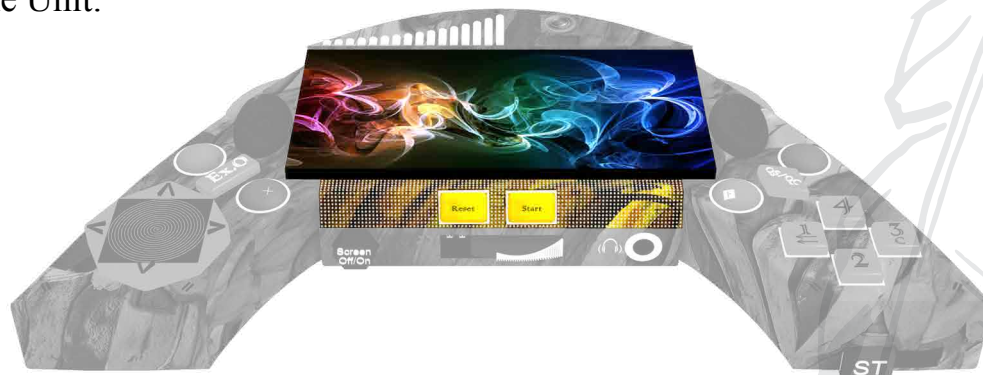
This Unit obviously resembles and operates like a joy stick or a game controller. For game passionate users, this model is equipped with the necessary shape and buttons to provide the appropriate tools to play games. The details to buttons and functions will be described in the following sections.





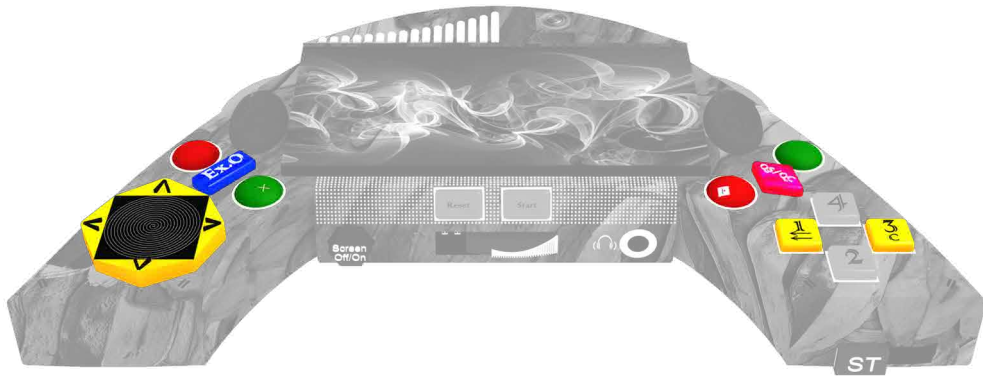
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The Smartphone has a large Multi-touch display, and the first of the two adjacent Loudspeakers whose horizontal one is situated right below the display. It is created in a way that about one third of its surface below the display is the horizontal Loudspeaker and the second of the two adjacent Loudspeakers is positioned vertically, right below the first one and on the walls of the Unit.

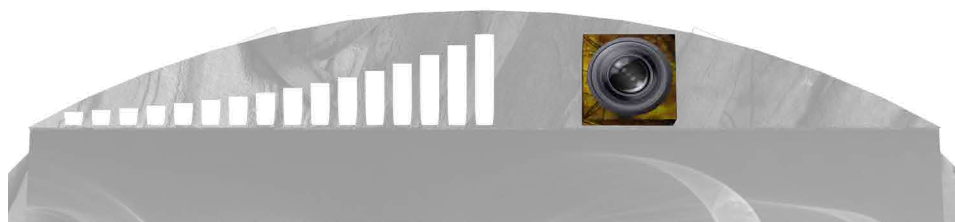


Buttons and More:

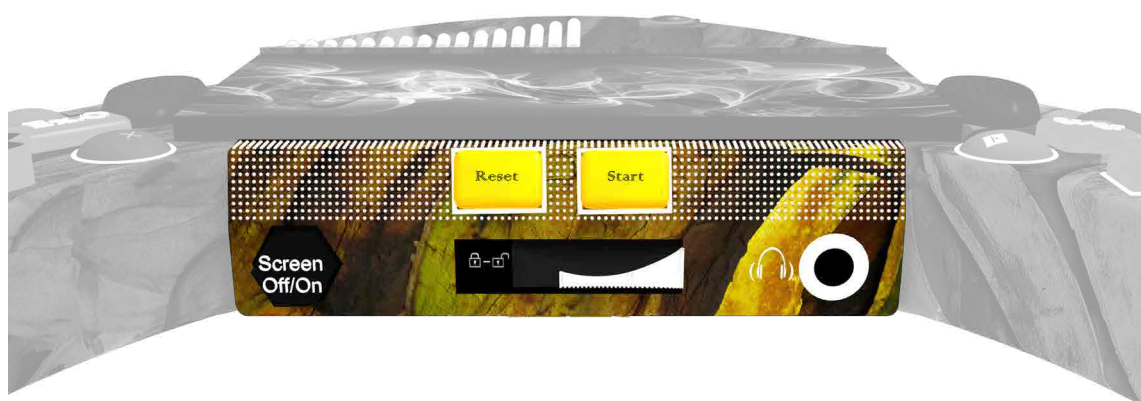
The curved shape of the Smartphone as it has been described before, if laid down with the display facing upward, the FPS assembly will be on the lowest part of the left handle, the display in the middle, and across from it the 1, 2, 3, and 4 number buttons on the right handle. As it is visible in the image, there are two Ear-set assemblies, one on the very right side of the display, and the other on the very left. The Button Field is spread around to either sides of the display. A pair consists of 1st R, and 2nd G of Accessed easily with the Ex.O button in between is on the lower left corner of the display and above FPS. The other set of 1st G & 2nd R and the diamond shaped QS/QC button in between, are on the lower right corner of the display and above the 1, 2, 3, and 4 number buttons. As a part of Button Field the number "1" button is the "Back" key too and number "3" button is the "C" button as well. The second Red button of the Accessed easily is also the Power On/Off button.



Above the display there, is designed an arch, angled slightly pointing upward with respect to the display surface level. The arch not only contributes to the completion of the body design, but also withholds other components including the specially designed 16 segmented linear LED array on the left. On the right hand side, above the display and over the arch is the secondary camera mounted on a box.



Around the walls of the Smartphone, starting from the center where is suitable to hold the phone is the vertical loudspeaker mentioned earlier on which holds the Reset and Start buttons of the Arcade group on the left and the right respectively. Under the loudspeaker and on the right is the Headphone plug, in the middle is Lock/Unlock switch, to the left is Screen Off/On button, and there is no component allocated to the lower wall of the left handle.



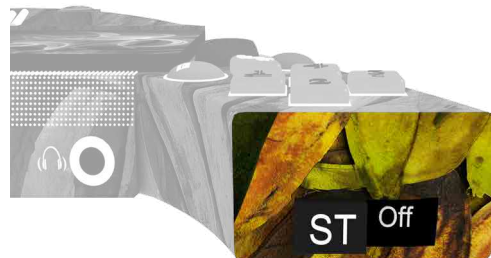


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Looking at the image on the right located at the upper end of the right side outer curvature are L1 & L2 buttons (happens to be at the left side outer curvature of the unit). On the wall of the arch are the Volume adjusters. On the wall below the arch and to the very right of the image is the first band slot, immediately after is the Charger/PC connector, to the left is the HDMI port and over onto the very left corner is the second band slot. On the upper left side curvature of the image are R1 & R2 buttons (that falls on the right side curvature of the unit).



On the lower wall of the right handle resides the ST switch.



The backside of the module contains the Main camera assembly and "AMIR Designs Ltd's" Logo.



Texture & Applied Material:

The exterior material is inspired from 2 banana skins that are arranged and placed next to each other meticulously. As different parts of banana skin color would vary in time from yellow to brown and black also the size and texture, so has the designer in selecting the appropriate formations for the model. The said design is applied onto certain delicate synthetic material considering not only the life expectancy and quality, but also it has to be smooth and comfortable to the touch.

FOR BETTER VISUALIZATION OF THE SMARTPHONE PLEASE REFER TO ITS RESPECTIVE VIDEO CLIP.