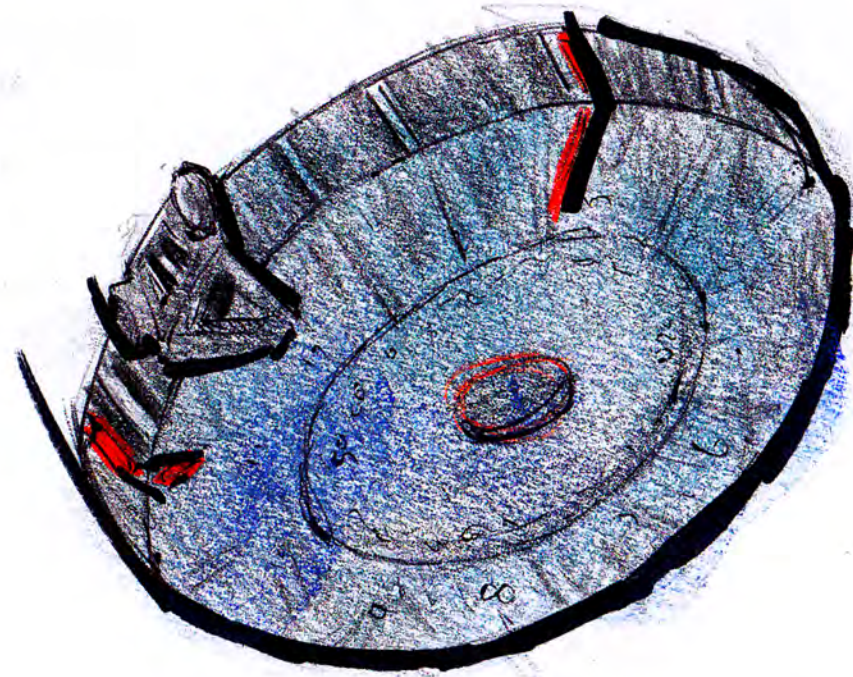


# Three Possible Paths

Concepts that focus on the user's visual and physical interaction



The watch “hands” wrap around all sides to show time no matter the orientation of the watch.

I wanted to keep the idea of the display on either side.

