



SENSE DIRECTOR

The timeline leaves the screen.

A sensory timeline platform for creators, presenters and viewers.

PICTURE + SOUND + THE ROOM AROUND YOU



Media controls the screen. The room stays disconnected.

Sense Director is designed to make approved local responses part of the authored experience.

TODAY

VIDEO



AUDIO



LIGHT



AIRFLOW



HAPTICS



The physical response is usually not authored with the media.

WITH SENSE DIRECTOR

VIDEO



AUDIO



LIGHT



AIRFLOW



HAPTICS

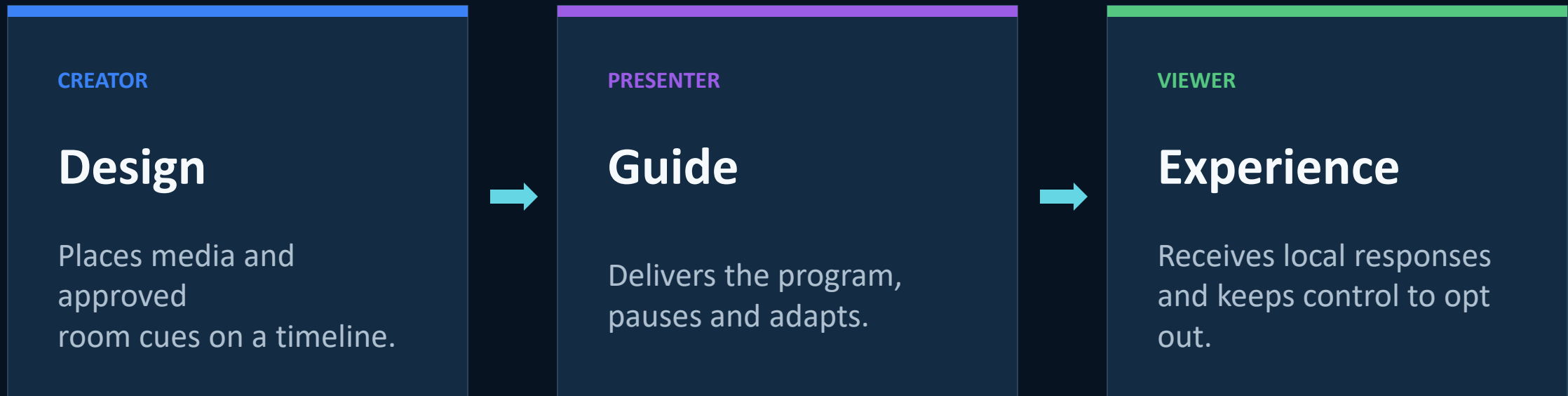


The creator can plan media and approved room cues on one timeline.



One platform. Three human roles.

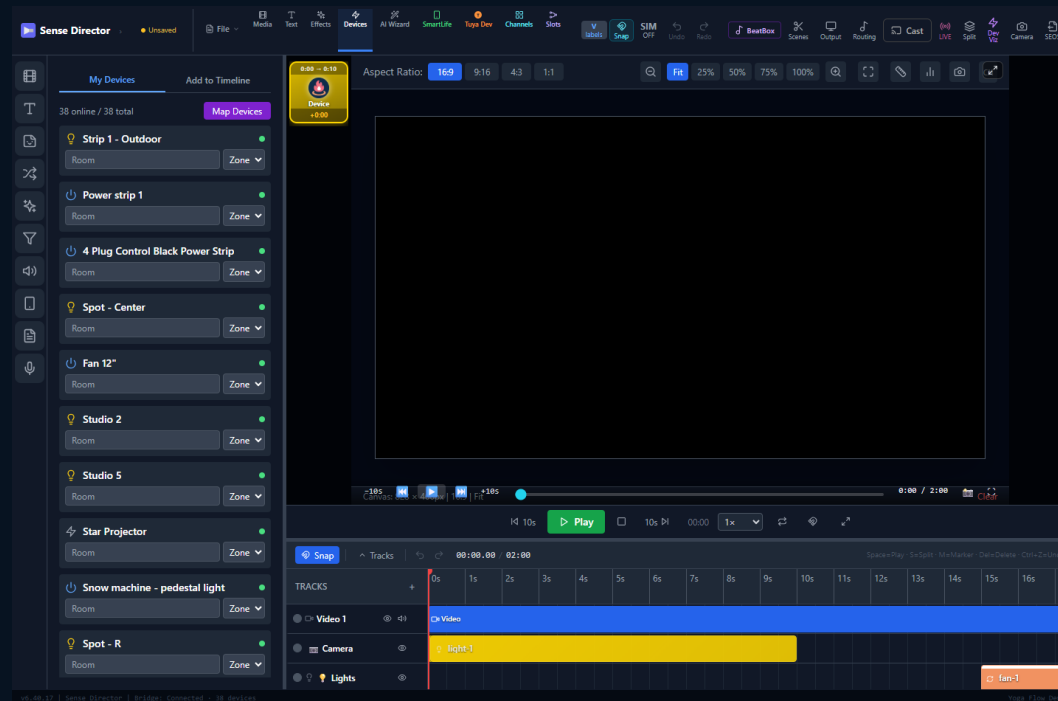
Create the sequence. Guide the moment. Experience approved local responses.





This is the application—not a generated mockup.

A real July 14, 2026 capture shows media, devices and timeline cues in one workspace.



1

Add media

Start with a video, audio or live presentation asset.

2

Choose responses

Select the approved local devices and cue types for the setup.

3

Place and rehearse

Arrange cues on the timeline; test pause, stop and fallback.



From sound analysis to a useful pictogram.

SEOS preserves timing and uncertainty before a reviewed visual cue reaches the viewer.

01 LISTEN

Live or rights-cleared
mono audio

02 ANALYZE

Frame scores, embeddings
and spectrogram features

03 RESOLVE

Identity, timestamp,
confidence + alternative

04 SHOW

Reviewed family or
specific pictogram

WORKING REVIEW LIBRARY

687 sound concepts now appear across 12 audience and visual-style packs containing 8,214 generated images.

CURRENT BOUNDARY

Image count is not recognition accuracy or production approval. Pack gaps, rights, integration, latency and outcomes remain gated.



One sound. Twelve visual approaches.

Thunder shown across every active audience and style pack.

687

unique sound concepts

12

audience + style packs

8,214

generated pack images



Watercolor



High contrast



Ligne claire



Cyberpunk



Signage



Editorial



Anime



Little ones



Cartoon



Sticker



Pixel



Photo



Design what the room does— using plain, specific actions.

Examples are setup-dependent and must be reviewed for the site, equipment and participants.

LIGHT

Change color or
brightness

AIRFLOW

Start or stop a fan

SCENT

Trigger an approved
diffuser

SOUND

Route or play an audio
cue

CLIMATE

Adjust an approved local
device

HAPTICS

Trigger a reviewed tactile
cue

MOTION

Move a reviewed
mechanical effect

EFFECTS

Activate a site-approved
effect



Four experiences. One coordinated room.

Movies, concerts and festivals, sports, and wellness can use the same creator–presenter–viewer model.



MOVIES & ENTERTAINMENT



CONCERTS & FESTIVALS



SPORTS



YOGA / WELLNESS



SENSE DIRECTOR

Friend Zone turns watching into time together.

CONCEPT / PRE-MVP

- Everyone watches through their own authorized TV or streaming source.
- Friends can join by video, voice, text—or quiet company.
- The host controls invitations, privacy and participation.

THE SOCIAL LAYER AROUND WHAT YOU ALREADY WATCH.

PLANNED SOCIAL LAYER



Concept illustration



The audience is broader than any one age group.

Seniors are included—but they are not the only creators, presenters or viewers.



CREATE

PRESENT

EXPERIENCE



Across homes, studios, classrooms, community rooms and venues.



Ten device categories. Sixty-four generic cue types.

A documented authoring vocabulary—not a claim that every device is installed, tested or certified.

9

AIR EFFECTS

6

AUDIO

6

CLIMATE

7

LIGHT EFFECTS

9

LIGHTING

5

MOTION

2

SCENT

9

SPECIAL EFFECTS

6

VIDEO

5

WATER EFFECTS

See Appendix slides 18–19 for every generic type and its publication boundary.



What exists today—and what comes next.

Proof, vocabulary and future testing are deliberately separated.

WORKING FOUNDATION

33+

smart-home devices integrated
in the current demo

Source-declared demo claim

DOCUMENTED VOCABULARY

64

generic cue types across
ten categories

Not a support inventory

PLANNED TESTING

500+

additional devices identified
and mapped for compatibility
testing

Not supported or certified



Three paths to the people who create and experience it.

The initial target is a practical workflow and a credible first deployment—not an invented market-size number.

CREATORS & PRODUCERS

Video creators
Broadcasters
Game masters
Instructors

Need: author once; expand the experience

PROGRAM OPERATORS

Community programs
Venues and attractions
Training teams
Presenters

Need: repeatable, guided delivery

VIEWERS & HOMES

Entertainment fans
Families and friends
People with limited mobility
Older adults and caregivers

Need: participation with local control



A staged path from pilot to repeatable delivery.

Sense Director is pre-revenue. Prices and unit economics require a defined product and pilot scope.

NOW	NEAR TERM	NEAR TERM	FUTURE
Founder-funded product development	B2C system and software/services	B2B pilots and site licensing	Content, venue and distribution relationships
Build and test the working foundation.	Define the home offer and support model.	Validate the operator workflow and real costs.	Expand only after rights and delivery are proven.

No outside capital raised to date. No current revenue or validated pricing is claimed.



Start with one room and a bounded program.

Recorded or rights-cleared content first. Live and multi-site formats require a separate readiness review.

01 AGREE

Choose the room, program lead and questions the pilot should answer.

02 PREPARE

Clear the content, approve the device set and review participant needs.

03 REHEARSE

Test the timeline, pause, stop, fallback and room reset.

04 LEARN

Run the agreed sessions and record experience, effort, failures and cost.

Measure comfort, enjoyment, operator effort, cue failures, stop/fallback use and actual cost.



The experience must remain understandable and controllable.

The operator and participant need clear choices before, during and after the program.

CONTENT RIGHTS

Use authorized media and clearly define who supplies it.

SITE APPROVAL

Approve the exact equipment, placement and operating limits.

ACCESS & OPT-OUT

Explain the experience; let people decline individual cues.

PAUSE / STOP / FALLBACK

Rehearse immediate stop, failure recovery and room reset.



A technical founding team built for systems integration.

Credentials are included to explain execution experience—not to imply partnerships or product certification.

DB

DAVID BEZAR

CEO & FOUNDER

30+ years in telecom, IT and security infrastructure
PgMP
Author, LAN Times Guide to Telephony
Inventor on 8 prior telecom patents

CM

CLIFFORD McGLAMRY

CTO / CIO

35 years in software development
Retired U.S. Navy Lieutenant Commander
Cisco CCIE
Defense and infrastructure experience

Prior patents establish founder experience; none are claimed as Sense Director patents.



Choose the next proof point.

PILOT SITE

One room, one program lead, one bounded evaluation

DEVICE & INTEGRATION PARTNERS

Equipment and test support for the reviewed setup

CONTENT & VENUE PARTNERS

Authorized programming and delivery pathways

www.sensedirector.com



Device vocabulary: air, audio, climate and light

The first 37 generic authoring types span five categories.

AIR EFFECTS

9

AUDIO

6

CLIMATE

6

LIGHT EFFECTS

7

LIGHTING

9

- Air Shot
- Confetti Cannon
- Streamers
- Balloons
- Foam Rocket Launcher
- Foam Cannon Ball Launcher
- Nerf Cannon
- Airplane Shot (solenoid → paper airplane)
- Flag Raise / Lower (pneumatic)

- Bluetooth Audio
- Wifi Audio
- Haptic Shaker Audio
- Microphone
- Audio Route (HDMI/Cast)
- Siren

- Fan
- Ceiling Fan
- Mister Fan Combo
- Heat Blast
- Space Heater
- Heating Blanket

- Lightning
- Strobe
- IR Laser Device
- Laser
- Police / Alarm Light
- Plasma Sphere
- Electro-Plasma Glass

- Light Bulb
- Can Light
- Spot Light
- Light Strip
- Light Tubes
- Pedestal
- Star Projector
- Video / Ambient Projector
- WLED Strip (segmented)



Device vocabulary: motion, scent, effects, video and water

The remaining 27 complete the 64-type generic authoring vocabulary.

MOTION	5	SCENT	2	SPECIAL EFFECTS	9	VIDEO	6	WATER EFFECTS	5
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- Arm Wave
- Arm Raise
- Curtain Travel
- Flag Raise / Lower (mechanical)
- Telescope

- Scent Diffuser
- Multi-Scent Diffuser

- RF / IR Effect Trigger
- Fogger / Haze
- Snow Machine
- Soap Bubbles
- Hologram Video
- Haptic Cushion
- Acoustic Shaker
- Candy Dispenser
- Popcorn Popper

- Security Camera
- Phone Cam
- Phone AV
- Primary Video & Audio
- Secondary Video & Audio
- Casting Target

- Water Mister / Sprayer
- Waterfall Mist
- Cyclone Cannon
- Vapor Cyclone Cannon
- Electric Water Gun