

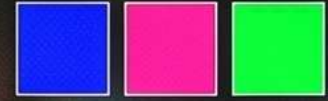
# THE 2026 DESIGN NAVIGATOR: A GUIDE TO THE NEW MATERIALISM

Retro-Futurism & Cassette Futurism

## OPTIMISTIC NOSTALGIA

Revisits futurism and adds 50s futuristic self-styled with modern manufacturing for "friendly and familiar" technology.

VIBRANT AND GRAINY AESTHETICS



**KLONKY "MECHANICAL HELPERS":** Machines are non-embarrassing, bawky assistants.

**THE CASSETTE-FUTURISTIC INTERFACE**  
Emphasizes clunky silhouettes, mechanical switches, and onyx features.

Tactile & Organismic Design

## SANCTUARY FOR A NATURAL SOUL

**THE SOMA TERRA EXPERIENCE**  
Housed in wood, lacks a screen, relying on motion and touch sensors for "nature and tech unity".

Organismic design prioritizes "tactile sleuffs" and an "ARMED overload", focusing on how material facts.

MATERIAL-LED AUTHENTICITY



Use of natural materials speaks to a desire for authenticity in an AI-saturated world.

Memphis, Neo-Memphis & Dopamine Tech

## RADICAL JOY AND WHIMSY

Neo-Memphis celebrates "joy of design" over connection with unconventional shapes and playful patterns.

**QUESTIONING CONVENTIONAL METHODOLOGY**  
Radical, happy, and outrageous, making users rethink everyday objects.

Transparent Tech & Visible Complexity

**THE TRANSPARENT WALKMAN CONCEPT**  
Creates tension between old and new by unifying digital display among visible ongoing mechanical components.

**THE TWYL "DOPAMINE" AESTHETIC**  
Utilizes high primary colors to transform ubiquitous audio gear into "sculptural statement pieces".

Cyberdeck Culture & Modular Industrialism

## THE KIT-BASH AESTHETIC

Cyberdecks are custom, 3D-printed computers, prioritizing durability and field-repairability.

**MODULAR SOVEREIGNTY**  
Etched for "parametric" hardware and open-source software engines.

Neo-Functionalism & Ritualistic Objects

## THE TACTILE REBELLION

A movement against digital homogenization where hardware acts as a ritualistic object and handheld shrine to human creativity.

**DIETER RAMS' DIGITAL PRINCIPLES**  
Modern UI without "Cess, hot button", combining principles, like the Pomera DM250 writing tool.

**MEEMERIZING MOTION**  
Char Kouslogie transform (see heeled line roman) into visual entertainment, satisfying consumer thirst for "real-world experiences".

**RITUALS FOR THE "MACHINE SPIRIT"**  
Projects inebriatearily "honediation" rituals. The rhythmic games, to honor the hardware's "Machine Spirit".



**12MM TACTILE SWITCHES**  
Kulffues rajaet slim bayboards for custom boards using 11mm tactile switches for modularity recovery feedback.

## CMF Palette 2026

	<b>Anthropocene</b>		
	Hoodless legth	Bosalt	
<b>CMF Palotte</b>	<b>AI Utopia</b>		
	Slunty Lecpper	Bleanis Inalge	
<b>Wilderkind</b>		<b>Materials Library</b>	
Earthy Green/Mess		SoonSWoed™	Resycled Plaste

by [solodkiy.art](https://solodkiy.art)

# The Hardware Sanctuary

Navigating the 2026 Tactile Rebellion  
Against Digital Homogenization

**The Context:**  
Digital environments have become ephemeral, algorithmically flattened, and screen-dominated.



**The Shift:**  
Consumer electronics are evolving from mere functional tools into dopamine objects and tactile shrines.

**The Guide:**  
A spatial navigator decoding the aesthetic pavilions defining the mid-2020s Human-Centric Materialism movement.

# The Paradigm Shift: From **Sterile Function** to **Tactile Ritual**



The Re-enchantment  
of the Ordinary

**Philosophy:**  
Pure function,  
minimal friction,  
invisible tech.

**Primary Interface:**  
Glass screens,  
cloud-dependent,  
algorithmic.

**Visual Identity:**  
Millennial Grey, Cloud  
Dancer White, seamless  
plastic, hyper-thin  
profiles.

**Visual Identity:**  
Sterile, corporate  
efficiency, disposable  
tech.

**Emotional State:**  
Sterile, corporate  
efficiency, disposable.

**Philosophy:**  
Hardware as a  
dopamine object and  
ritualistic anchor.

**Primary Interface:**  
Tactile switches,  
exposed mechanics,  
localized processing.

**Visual Identity:**  
Transformative Teal,  
deep mineral tones,  
mixed materials.

**Emotional State:**  
Whimsical storytelling,  
emotional resilience,  
modular sovereignty.

# Navigating the Exhibition: Map of the Movements

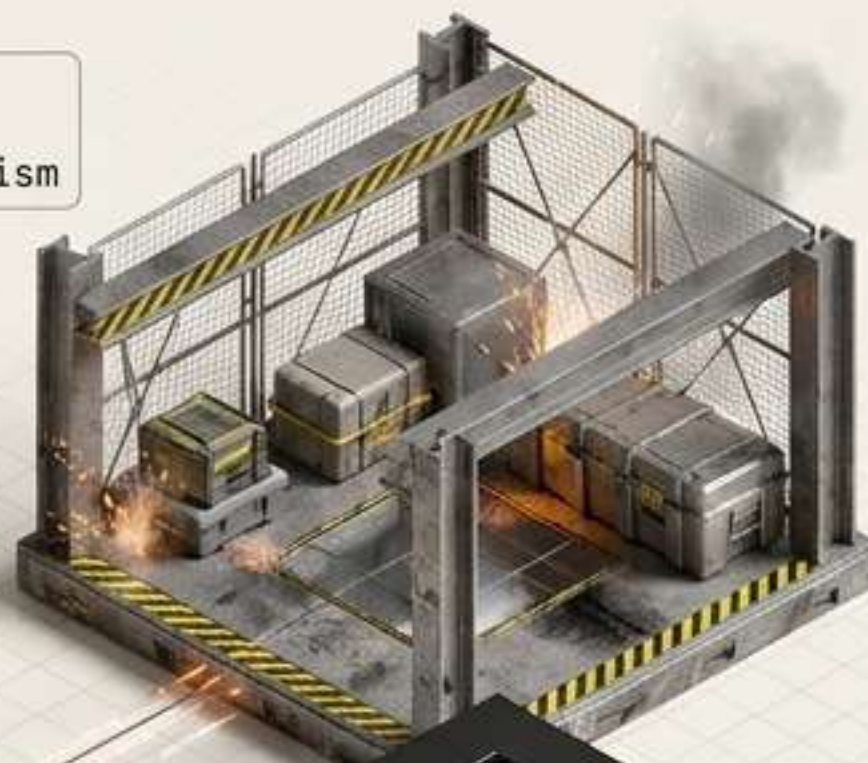
Zone 1:  
Dopamine Tech  
& Neo-Memphis



Zone 2:  
Cassette &  
Retro-Futurism

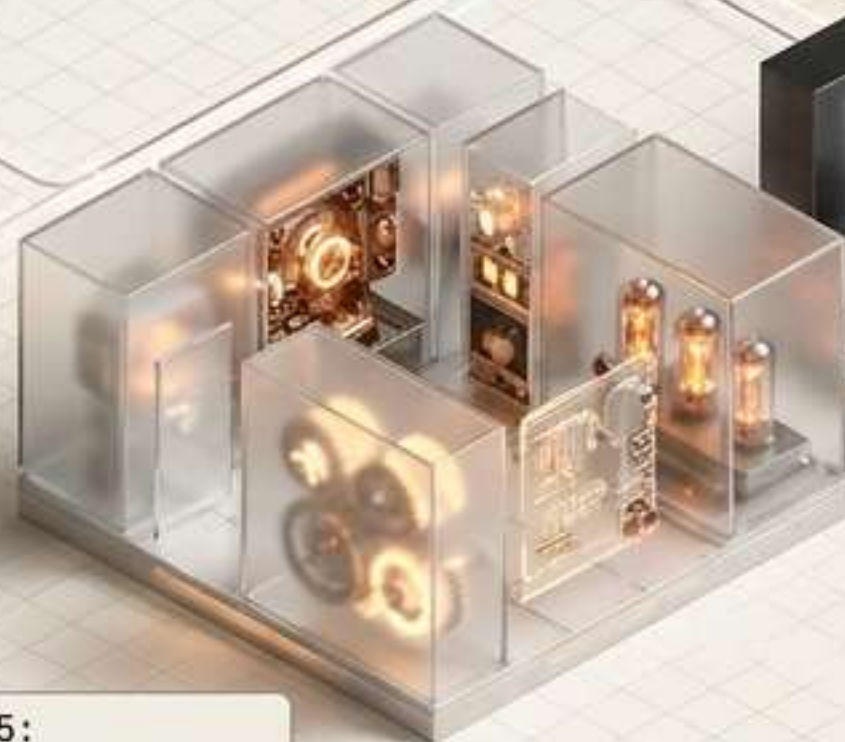


Zone 3:  
Cyberdeck  
Industrialism

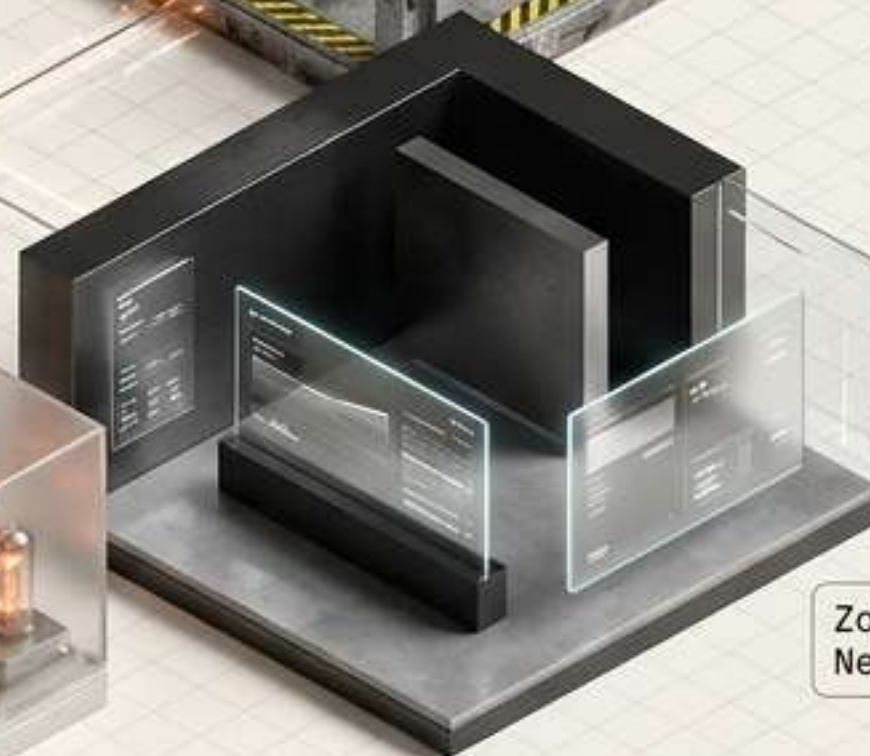


Zone 4:  
Organismic Design

Zone 5:  
Visible Complexity



Zone 6:  
Neo-Functionalism



**Legend:**  
Cross-Link Badges  
indicate where aesthetic  
philosophies bleed into one  
another across pavilions.

# Pavilion 1: Dopamine Tech & Neo-Memphis

**Radical Geometry:**  
Rejecting pure function  
for shapes that question  
conventional methodologies.



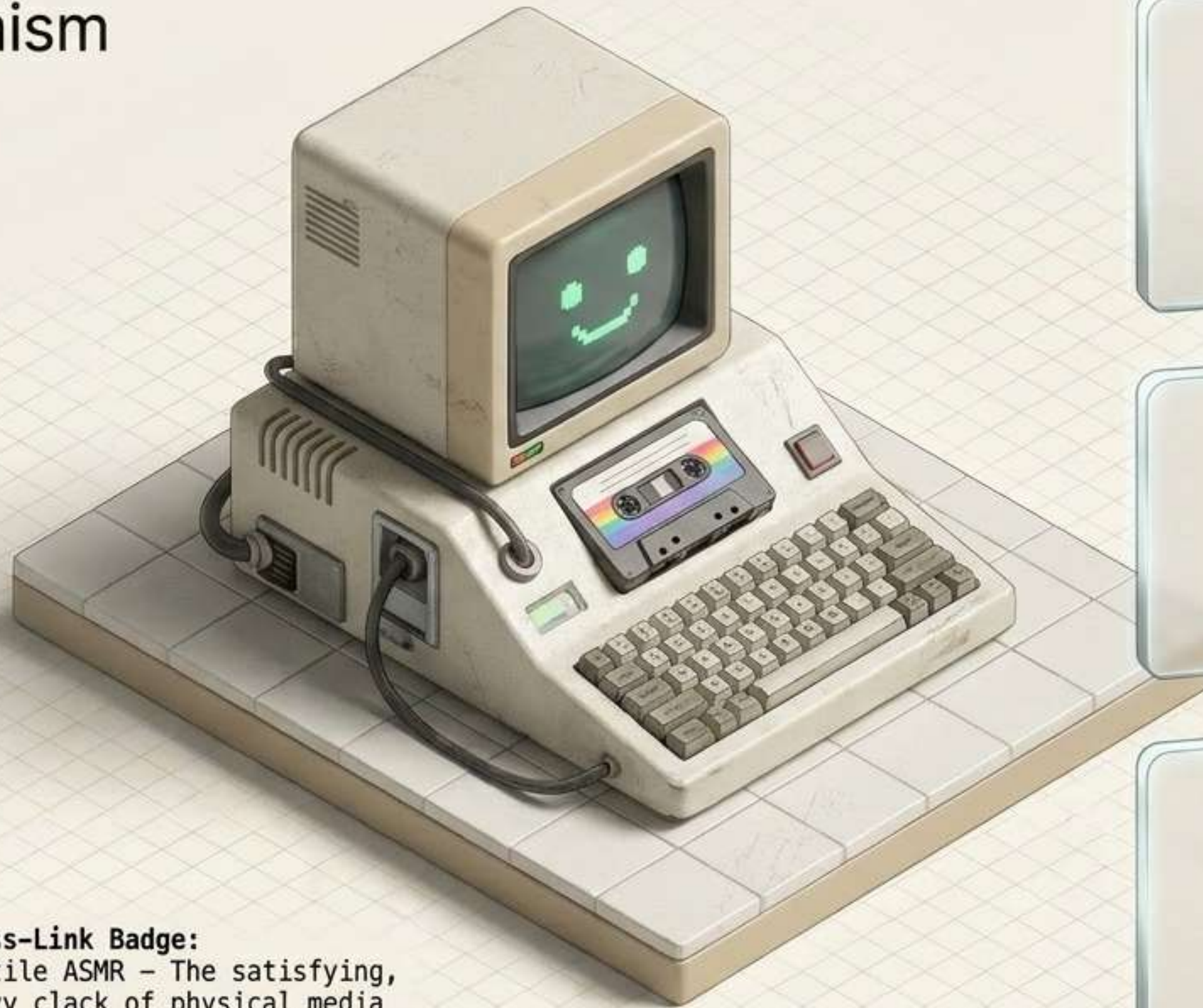
**The Illusion of Magic:**  
Engineering the hardware so  
the vinyl appears to float in  
mid-air—turning playback into  
visual spectacle.

**Nostalgia as Strategy:**  
Evoking the naive, playful  
1971 Fisher-Price Music  
Box aesthetic to build  
emotional connection.

**Data Tag: Audiophile-Grade Toys**

High-end components (Audio-Technica  
cartridges) hidden inside childlike,  
maximalist housings.

# Pavilion 2: Cassette Futurism & Sci-Fi Optimism

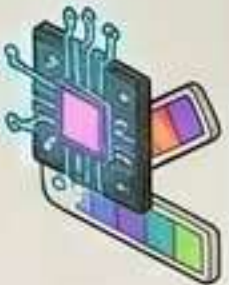


**Cross-Link Badge:**  
Tactile ASMR – The satisfying,  
heavy clack of physical media  
insertion.

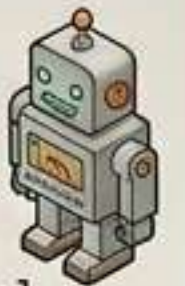
**Analog Media Revival:**  
The return of physical  
friction. Designing  
devices that require  
the user to  
actively load a  
cassette or push heavy  
mechanical buttons.



**Vibrant Sci-Fi:**  
Electric blues, hot  
pinks, and neon  
greens paired with  
grainy, faded lived-in  
textures that evoke  
analog film stock.



**Friendly Clunkiness:**  
Rejecting sleek,  
hyper-intelligent  
humanoid AIs in favor of  
charmingly awkward,  
non-threatening mechanical  
companions.



# Pavilion 3: Cyberdeck Culture & Modular Industrialism

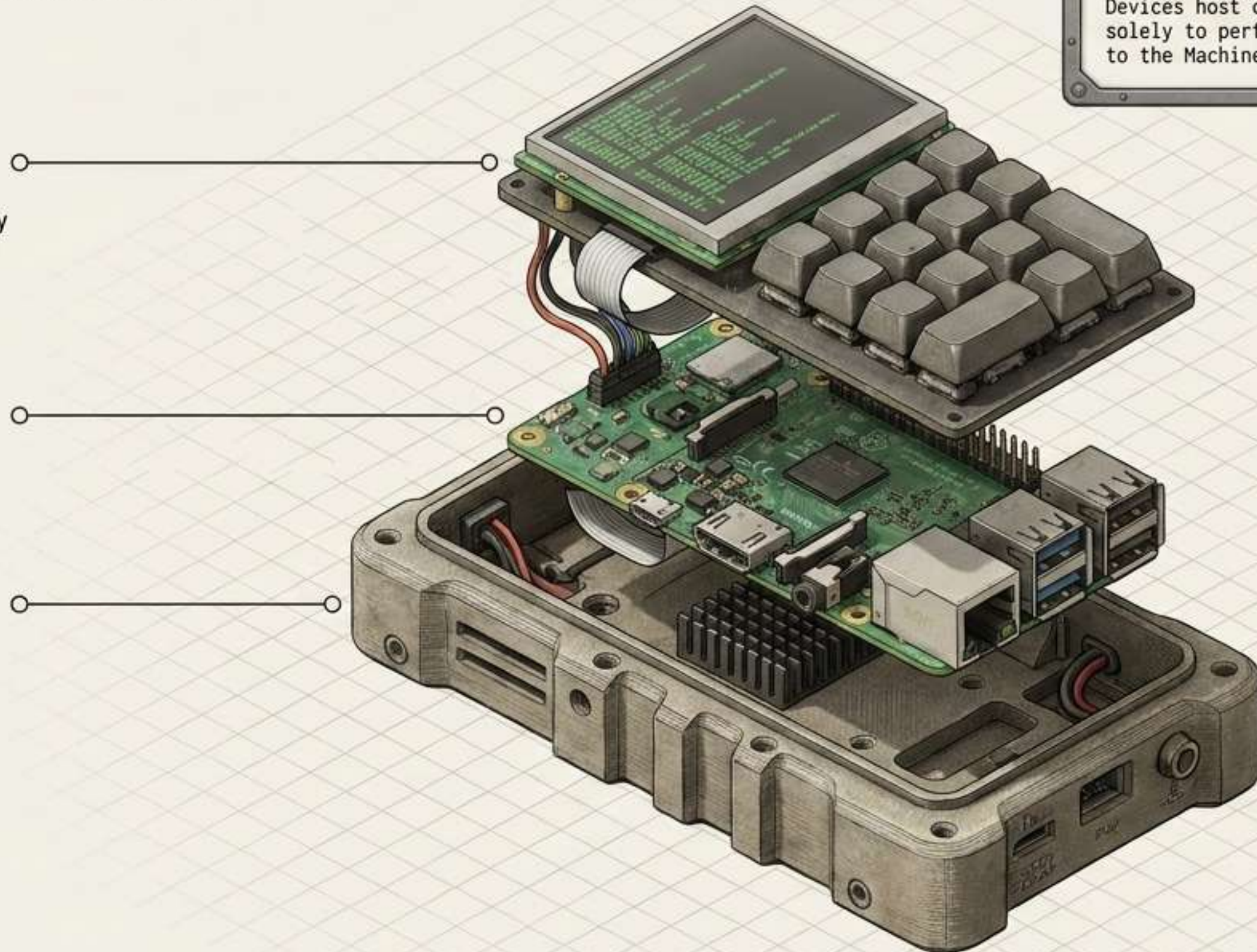
## Concept Box: The Ommissiah Ritual

Cyberdeck culture increasingly views hardware interactions as a ritual. Devices host custom software designed solely to perform daily benedictions to the Machine Spirit.

**The Interface:** An unlabeled mechanical number pad utilizing 12mm tactile switches. Chosen specifically for horrible but satisfying slop and clack.

**The Brain:** Powered by an exposed Raspberry Pi (deliberately visible).

**The Chassis:** 3D-printed kit-bashed aesthetic. Built for field-repairability and resilience, not corporate efficiency.



# Pavilion 4: Tactile & Organismic Design

## The Screenless Sanctuary:

Total removal of LCD screens. Data is displayed via minimal physical indicators (e.g., a simple 6-LED triangle).



## Unity of Nature & Tech:

The entire chassis is milled from a single, continuous piece of natural wood.

## Organismic Inputs:

Replacing programmed sequencing with intuitive human movement-utilizing 3-axis motion sensors and raw touch-playable note pads.



Material choices and how softly a drawer closes are treated with the same engineering rigor as the audio signal path.

# Pavilion 5: Transparent Tech & Visible Complexity



Cross-Link Badge: Visible Engineering  
(Links to Cyberdeck culture's love for  
exposed PCBs).

## Numbered Mechanism Breakdown

### 1. The Mechanism as Main Attraction:

Internal gears and rollers are exposed, turning the physical movement of tape playback into hypnotic visual entertainment.

### 2. Old Meets New:

Pixel-perfect, modern UI elements are nested directly alongside vintage analog mechanics, creating deliberate tension.

### 3. Watchmaking Aesthetics:

Top-mounted mechanical elements evoke luxury watch movements where visible complexity is the primary selling point.

# Pavilion 6: Neo-Functionalism & Dieter Rams UI



## Framework Matrix: "Less, But Better" for 2026

### Form

Devices treated as architectural volumes and sculptural forms rather than flat tech slabs.

### Color

Dark Mode Aesthetics featuring shifting Holographic Silver tints.

### Material

Heavy use of tinted translucent frosted glass to create depth without visual clutter.

### Execution

Grid-based, highly functional layouts that guide the eye naturally through high-density, AI-driven environments.

# The Anthropocene CMF Library: Materials as Medium

Quadrant 3: The Sustainable Tech  
- Hydro CIRCAL: Premium 100%  
recycled post-consumer scrap  
aluminum.

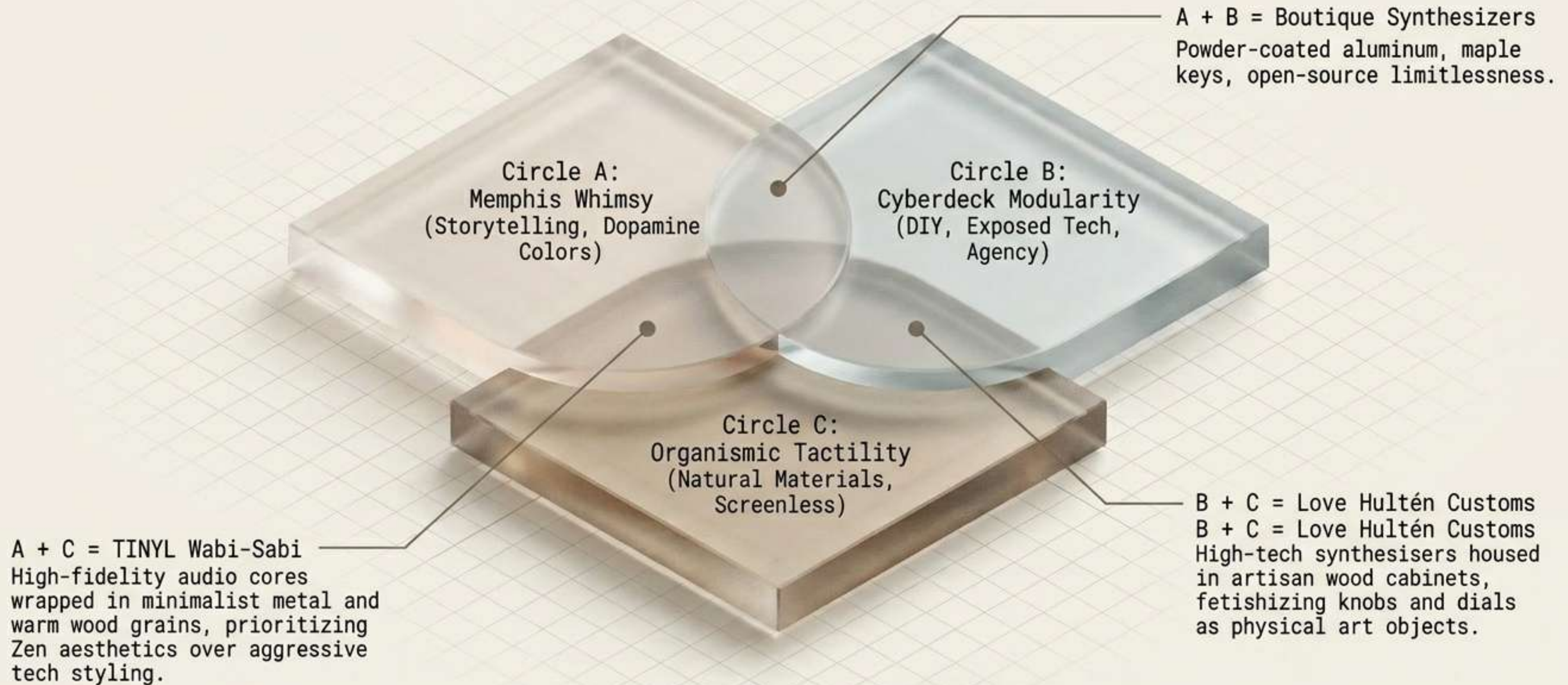


Quadrant 1: The Grounded Naturalist  
- EconitWood: 3D-printed from  
regional raw wood waste.  
- Lava Stone / Basalt: Warm grays  
emphasizing rough, bold,  
imperfect textures.


Quadrant 2: The Soft Industrial  
- Elastollan (TPU): Bio-based,  
soft-touch sensation  
engineered for skin contact.

**Key Insight:** A shift away from completeness to embracing the unpredictable, rough, and deeply tactile imperfections of recycled and natural materials.

# The Convergence: Cross-Pollinating the Hardware Sanctuary



# 2026 Strategic Mandates: Designing for the Tactile Era



As digital environments become increasingly ephemeral, physical hardware must step up to act as a ritualistic object—a handheld shrine to human creativity.

## **Material as the Hero**

Abandon sterile perfection. Integrate rich, tactile materials (stone, wood, frosted glass) that age gracefully and invite physical touch.

## **Emotional Resilience**

Design must serve as a sanctuary. Introduce whimsy, playfulness, and analog friction to combat digital fatigue and algorithmic homogenization.

## **Visible Engineering**

Transparency is luxury. Use clear housings and exposed intelligence to turn internal mechanical complexity into a mesmerizing visual spectacle.

## **Modular Sovereignty**

Empower the user. Provide mounting points, open-source engines, and field-repairable architectures that grant users agency over their tools.

### RETRO-FUTURISM & CASSETTE FUTURISM

**THE OPTIMISTIC FUTURE-FAST:**  
Blends 1950s-1980s sat-fi optimism with modern manufacturing, loving neon-lit robots and ulouky siliteooltes.



**CASSETTE FUTURISM TEXTURES:**  
Utilises grung, faded details reminiscent of erasing media and clouky mechanical interfaces.

### MEMPHIS AND NEO-MEMPHIS AESTHETICS

**RADICAL GEOMETRY AND OUTRAGEOUS JOY:**  
Rejects pure function in favor of bold primary colors, unconventional materials, and geometric shapes inspired by Eitsre Soliasas.

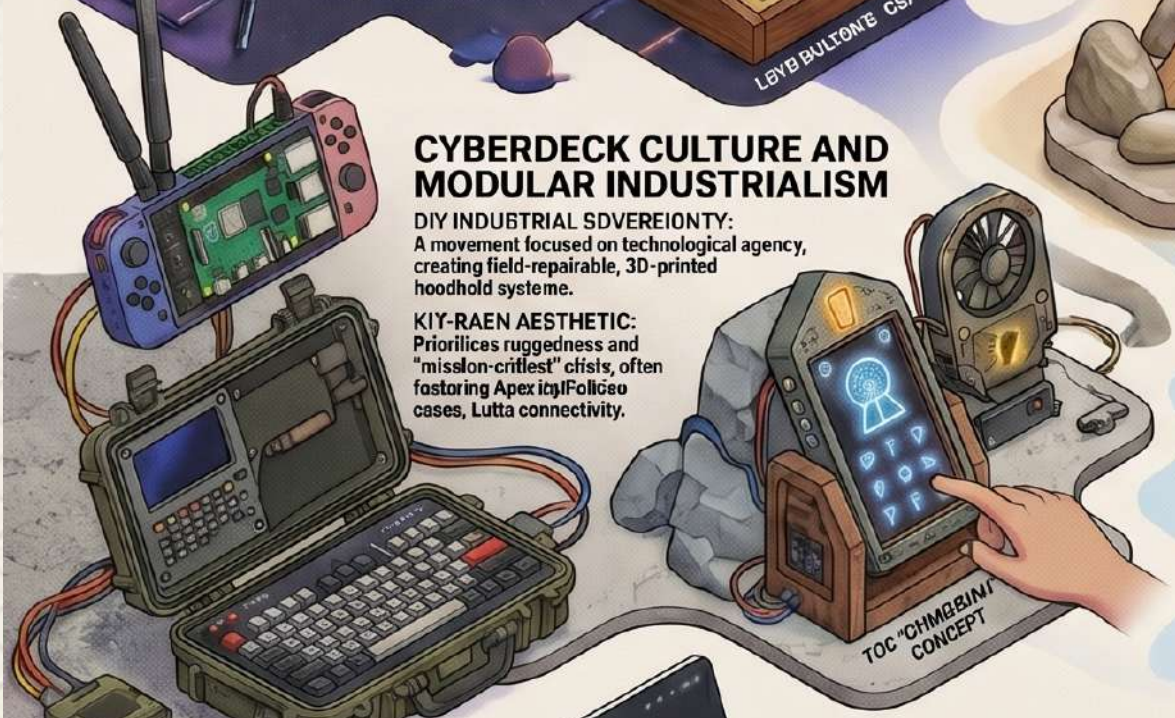


**TACTILE AND ORGANISMIC DESIGN**  
**THE SCREEN-LESS SANCTUARY:**  
Moving away from flat displays toward "organismic" interfaces that use three-axis motion sensors and touch-playable wood surfaces.

### CYBERDECK CULTURE AND MODULAR INDUSTRIALISM

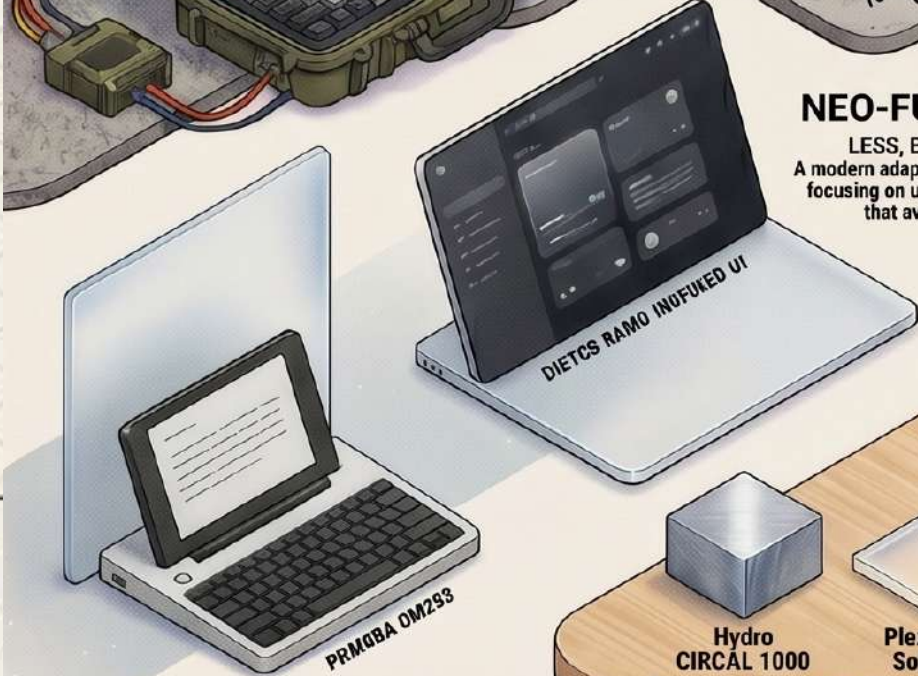
**DIY INDUSTRIAL SOVEREIGNTY:**  
A movement focused on technological agency, creating field-repairable, 3D-printed hoodhold systems.

**KIY-RAEN AESTHETIC:**  
Prioritises ruggedness and "mission-critical" crists, often fostering Apex idylFoliceo cases, Lutta connectivity.



### NEO-FUNCTIONALISM

**LESS, BUT BETTER FOR 2026:**  
A modern adaptation of Matar Reres' principles, focusing on unobtrusive, lung-tasting design that avoids fashionable trends.



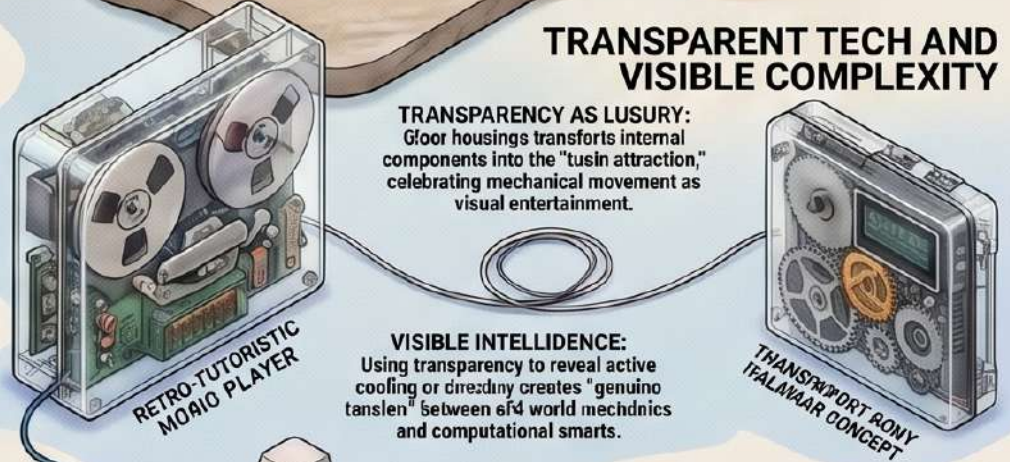
### 2026 CMF MATERIALS TABLE

<b>Hydro CIRCAL 1000</b> Gucysted Paek Coucoumer / Mccster Industriatum	<b>Plexiglas® Sofflight</b> Frosted / Truschnand / Nes-Foustiummim	<b>Barnun®</b> Transforised Dotien Semimium / Begortemic Design	<b>Cherry Lacguer</b> High Rlose / Heflective / Dopankie Toah	<b>PIR Plastic</b> Sceszted / Sustainable / Promium importaction
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### TRANSPARENT TECH AND VISIBLE COMPLEXITY

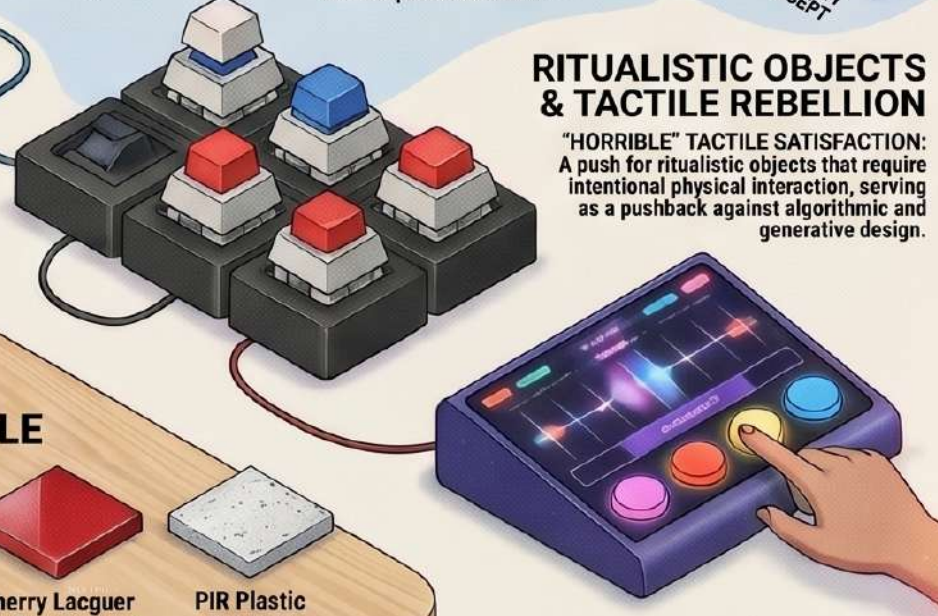
**TRANSPARENCY AS LUSURY:**  
Clear housings transform internal components into the "tusin attraction," celebrating mechanical movement as visual entertainment.

**VISIBLE INTELLIGENCE:**  
Using transparency to reveal active cooling or circuitry creates "genuino tanslen" between of4 world mechnics and computational smarts.

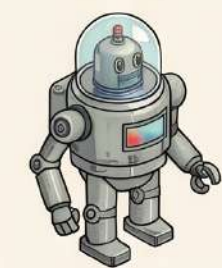


### RITUALISTIC OBJECTS & TACTILE REBELLION

**"HORRIBLE" TACTILE SATISFACTION:**  
A push for ritualistic objects that require intentional physical interaction, serving as a pushback against algorithmic and generative design.



**Optimistic Sci-Fi Nostalgia**  
Nod to a past vision of the world of tomorrow, blending 1950s-1980s seethctics with modern manufacturing.



**The Cassette-Futuristic Interface**  
Clunky silhouettes, mechanical enticies, and analog-inapked textures used to effect of cebilness.

**Non-Threatening Mechanical Helpers**  
Bulby and chermingly owhward mbots that appear helpful rather than invesive.



**MEMPHIS & NEO-MEMPHIS AESTHETICS**  
Radical Geometry & Outrageous Joy  
Rasergance of 1000s movement questioning functionalism for hold primary colors, unconventional materials, and "funny" shapes.



**TINYL Play Pro Turntable**  
Viral device blending 1000s maximalism with 101 0s toy-like aesthetics to create "Depamine Decor."

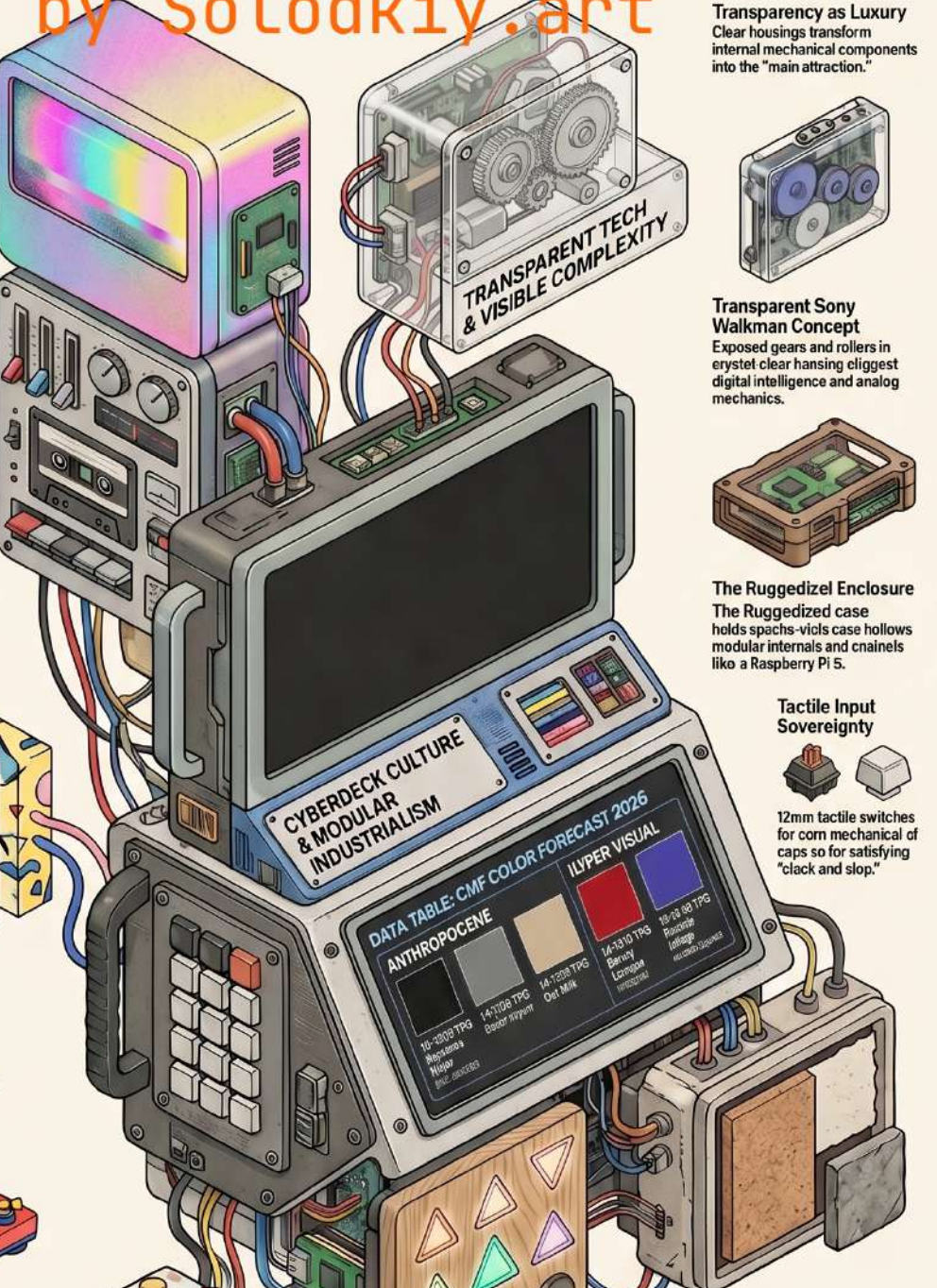
**The Illusion of Floating Media**



**Re-enchating the Banal**  
Transforming everyday functional tests into sculptural matemet pieces for emotional resonance.



**Narrative-Driven Design**  
Collaborations like Logo a Crocs or reain-sweets artwork as social and emotional action.



**DOPAMINE TECH & WHIMSICAL OBJECTS**

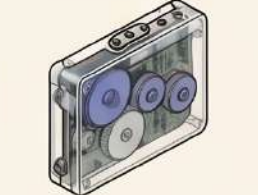


**Playful Functionality**  
Membre-inspired shapes preventing users from losing small, small devices.



**ASMR Overload in CMF**  
Weight, temperature, and "feal" of a material are as critical as its visual appearance.

**Transparency as Luxury**  
Clear housings transform internal mechanical components into the "main attraction."

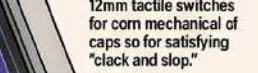


**Transparent Sony Walkman Concept**  
Exposed gears and rollers in erystal clear housing eliggest digital intelligence and analog mechanics.



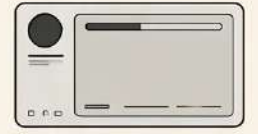
**The Ruggedzel Enclosure**  
The Ruggedized case holds spachs-viols case hollows modular internals and enainels like a Raspberry Pi 5.

**Tactile Input Sovereignty**



12mm tactile switches for com mechanical of caps so for satisfying "clack and stop."

**NEO-FUNCTIONALISM & RITUALISTIC OBJECTS**  
**The Ritualistic Machine**  
Hardware designed as a "handhold shrine" to human creativity, often requiring daily "rituels."



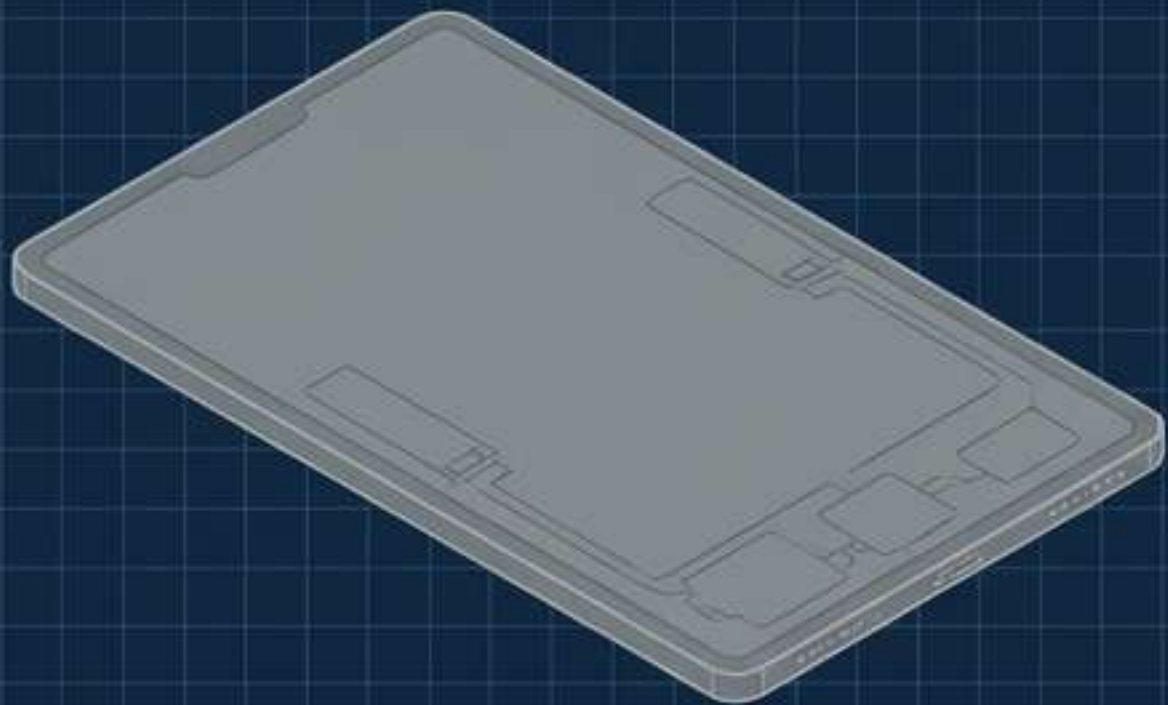
**Modernizing Dieter Rams**  
Mootvials. mmmittat interface adapted for high-density environments for security and immersion.



**Premium Imperfection**  
Embracing rough textures of recycled materials (cork, stone, paper) for distinctive, sustainable CMF story.

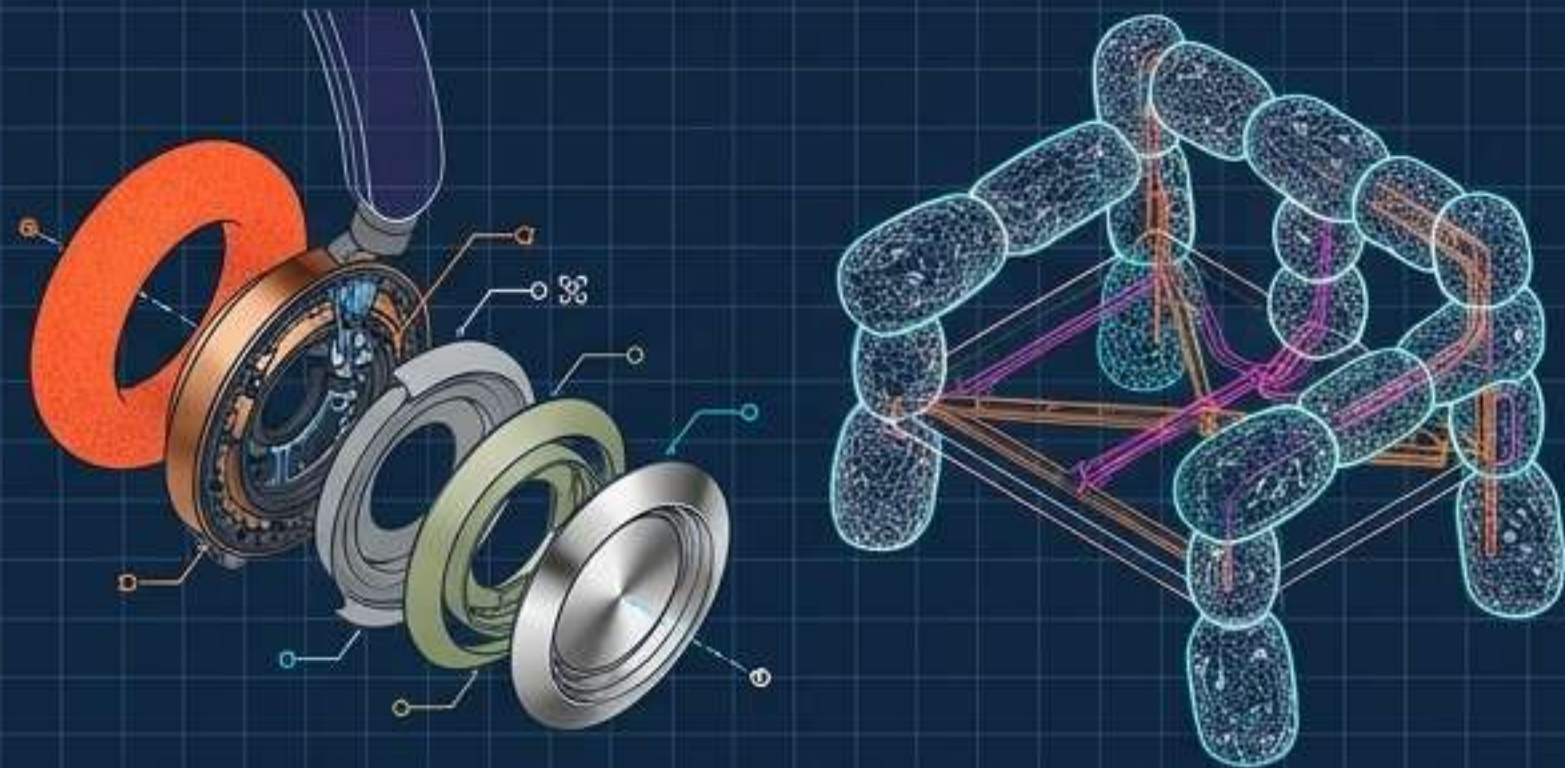


# SYSTEM DIAGNOSTIC: THE REBELLION AGAINST DIGITAL ALIENATION



## 2010s: DIGITAL HOMOGENIZATION

- Opaque enclosures
- Touchscreen-only interfaces
- Minimalist/Sterile ("Cloud Dancer White")
- Disposable architecture



## 2026: TACTILE REBELLION

- Transparent mechanics
- Mechanical/Expressive inputs
- High-density/Mineral CMF ("Dopamine Tech")
- Ritualistic longevity

Artifacts that elicit joy, facilitate storytelling, and ground the user in a tangible reality.

# Core Engine Architecture: The Intersection of 2026 Aesthetics

## Retro-Futurism

Cassette Futurism &  
70s/80s Sci-Fi optimism.

Adding friendly and  
familiar warmth to  
autonomous AI systems.



## Neo-Memphis

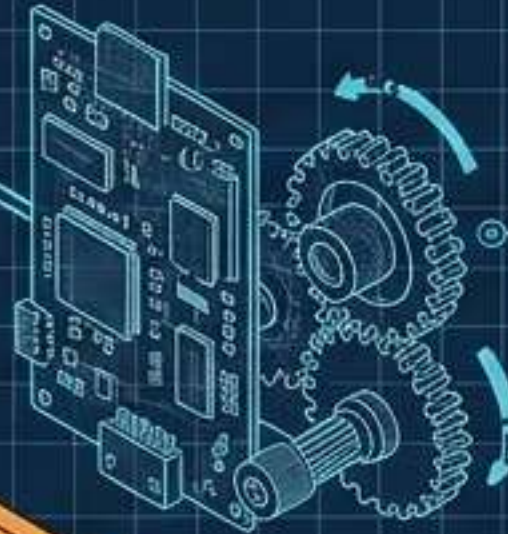
Radical geometry &  
Dopamine Tech.

The re-enchantment of the  
ordinary through vibrant  
primary colors.

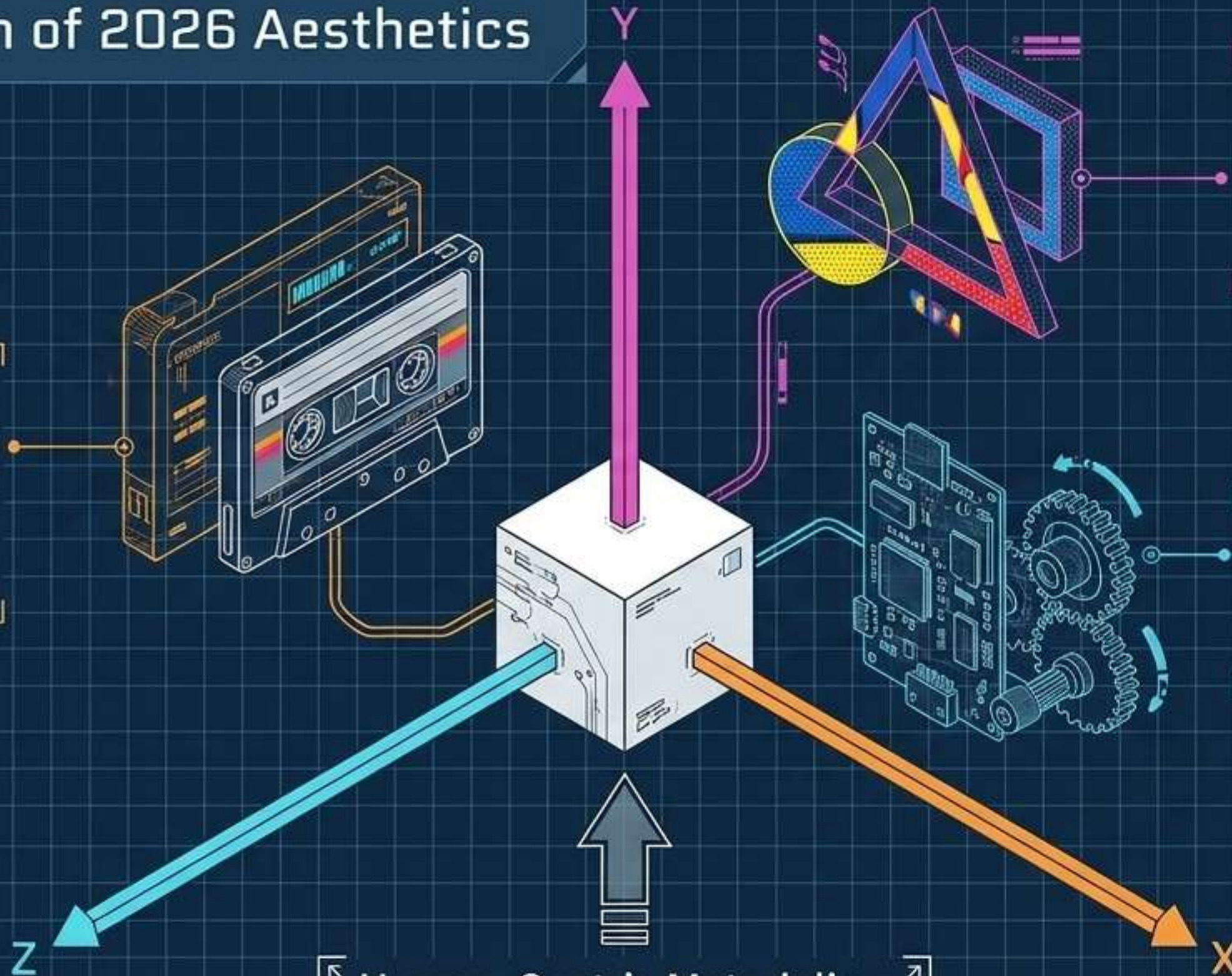


## Modular Industrialism

Cyberdecks & DIY ruggedness.  
Technological agency and  
right-to-repair mechanical  
resilience.



Human-Centric Materialism  
(The Y3K Phygital standard)



# Aesthetic Sub-System A: Neo-Memphis & Dopamine Tech



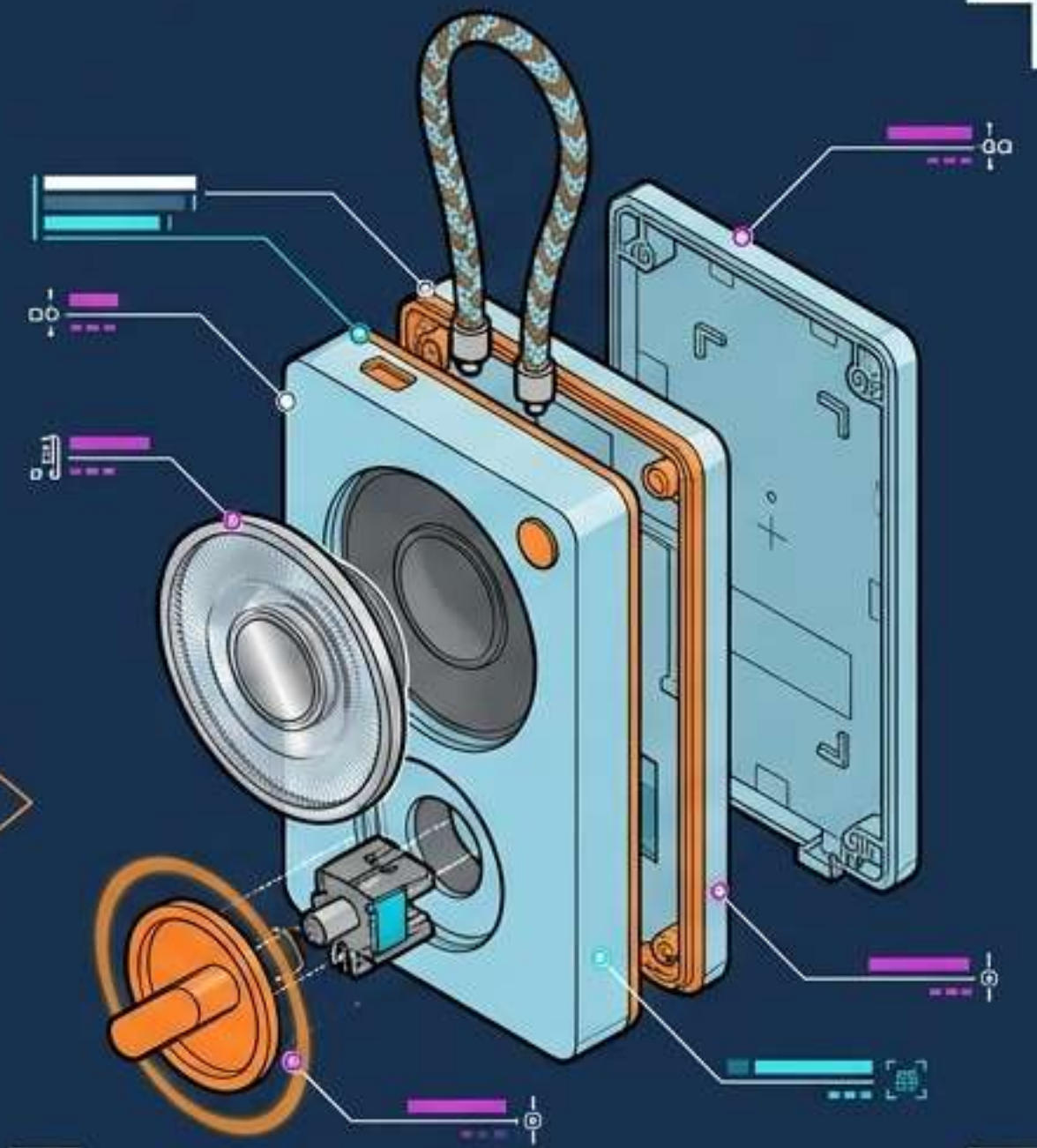
Standard Black Box

## Component 1 (Form):

Questioning conventional methodology. Transforming banal teapots and electronics into sculptural statement pieces.

## Component 2 (Color):

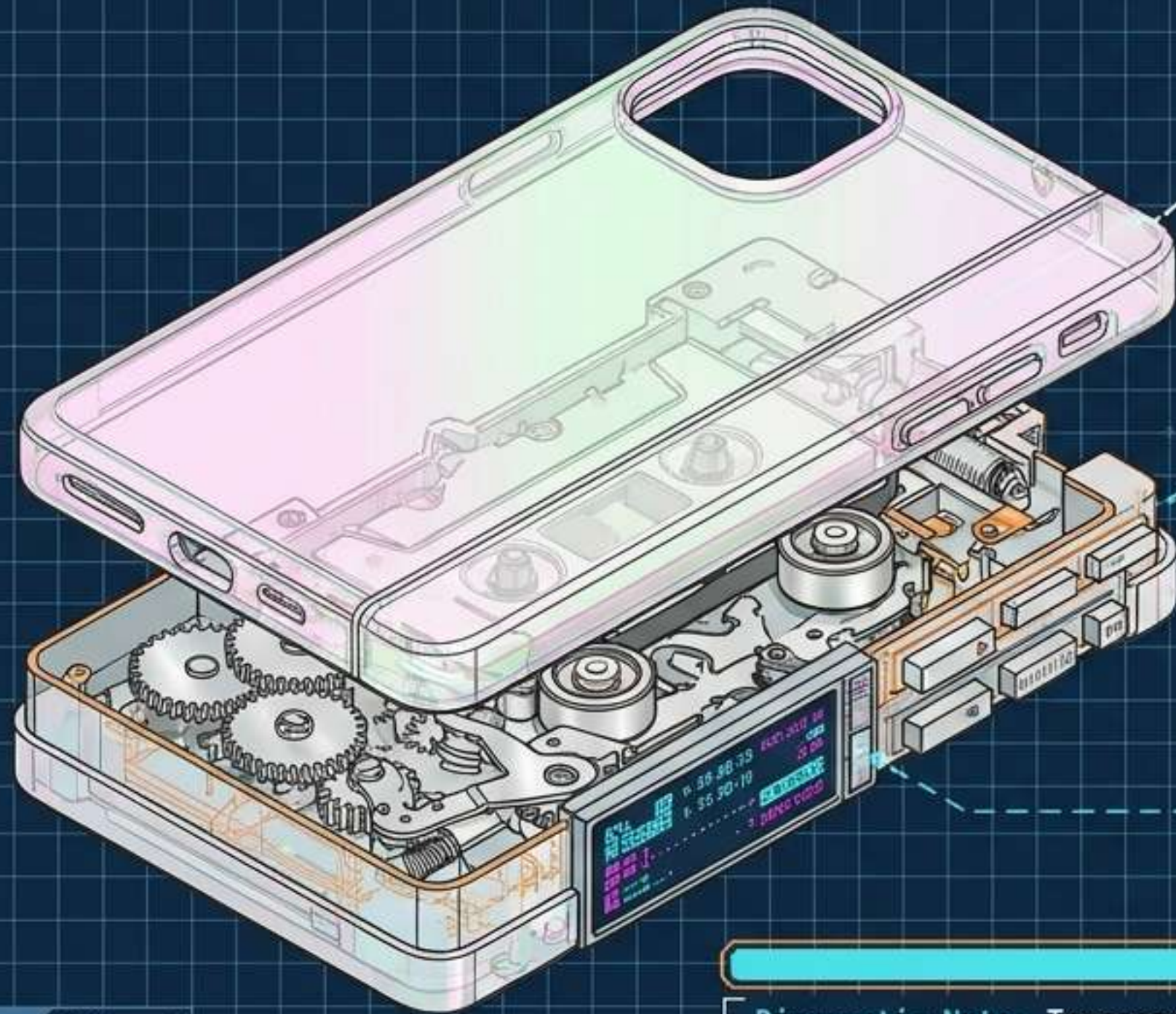
Glitchy Glam and bold primary palettes (Red, Yellow, Blue).



## Case Study Datapad: TINYL Play Pro

- **Spec:** Blends 1980s Memphis maximalism with 1971 Fisher-Price nostalgia.
- **Core Engine:** Audio-Technica AT3600L cartridge.
- **UX Result:** Replaces the OCD of forgetting with the joy of visual theater (e.g., records appearing to float in mid-air).

# Hardware Framework: Transparent Tech & Visible Complexity



Technical Callout 1 (The Shell): Crystal-clear housing elevates internal mechanical gears to the primary aesthetic feature, moving away from opaque plastics.

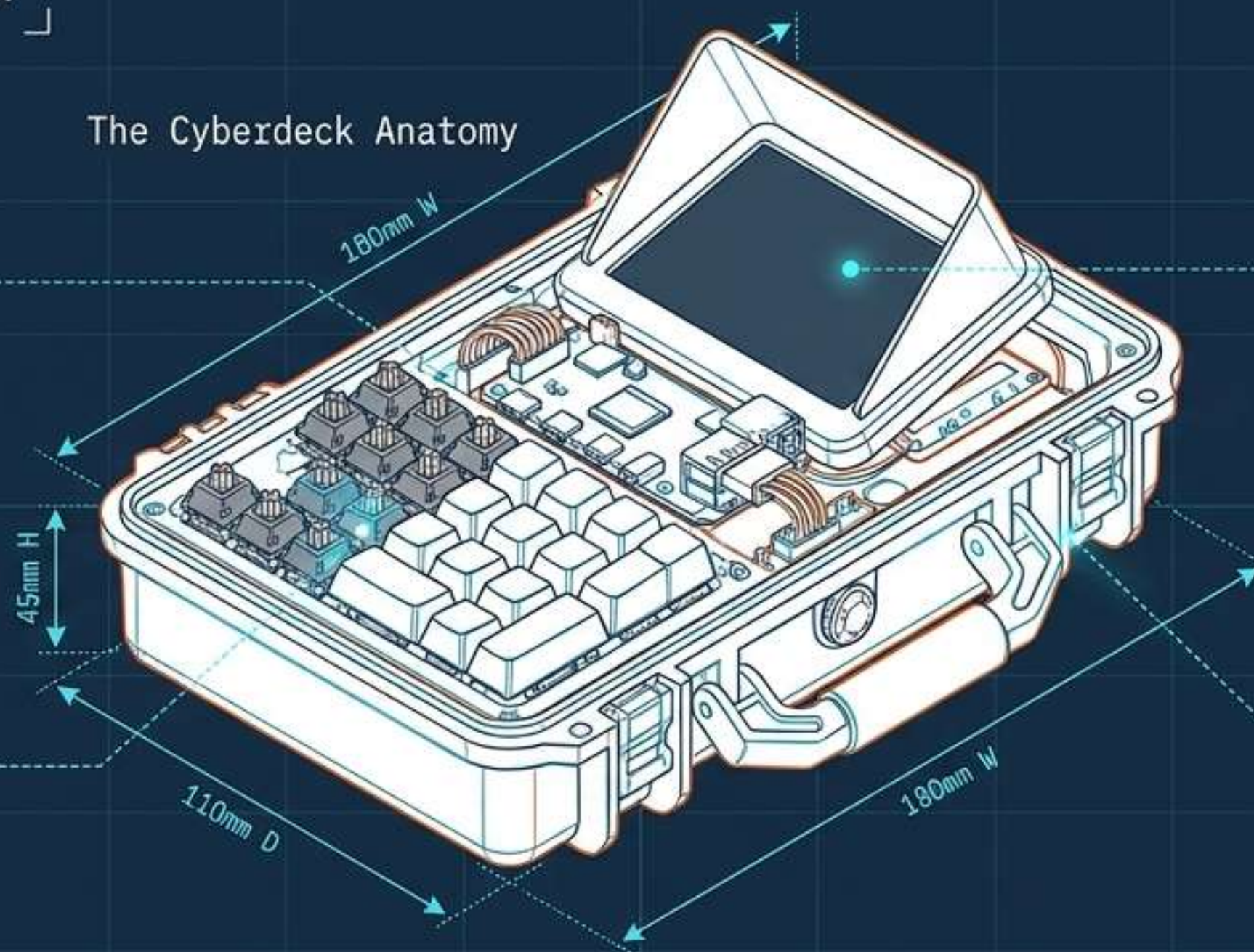
Technical Callout 2 (The Core): A mesmerizing display of analog technology in motion.

Technical Callout 3 (The Tension): Pixel-perfect UI digital displays nestled among analog components—suggesting computational intelligence working alongside raw mechanical systems.

**Diagnostic Note:** Transparency is the new luxury; internal engineering is now visual entertainment.

# System Module: Cyberdeck Culture & DIY Industrialism

The Cyberdeck Anatomy



Component HUD

Logic Engine:

Raspberry Pi 5 /  
Compute Module 5  
(Open-source flexibility).

Component HUD

Display Array:

5" DSI/OLED with physical  
sunshade  
(Sunlight readability).

Component HUD

Tactile Input:

Unlabeled mechanical numpads  
12mm tactile switches  
("Horrible" but satisfying  
slop/clack over slim modern  
keys).

Component HUD

Chassis:

3D-printed PLA  
Pelican Rugged Case  
(Field repairability).

Cultural Diagnostic: The Omnissiah Ritual.

Hardware designed not for corporate efficiency, but for resilience, personality, and technological agency.

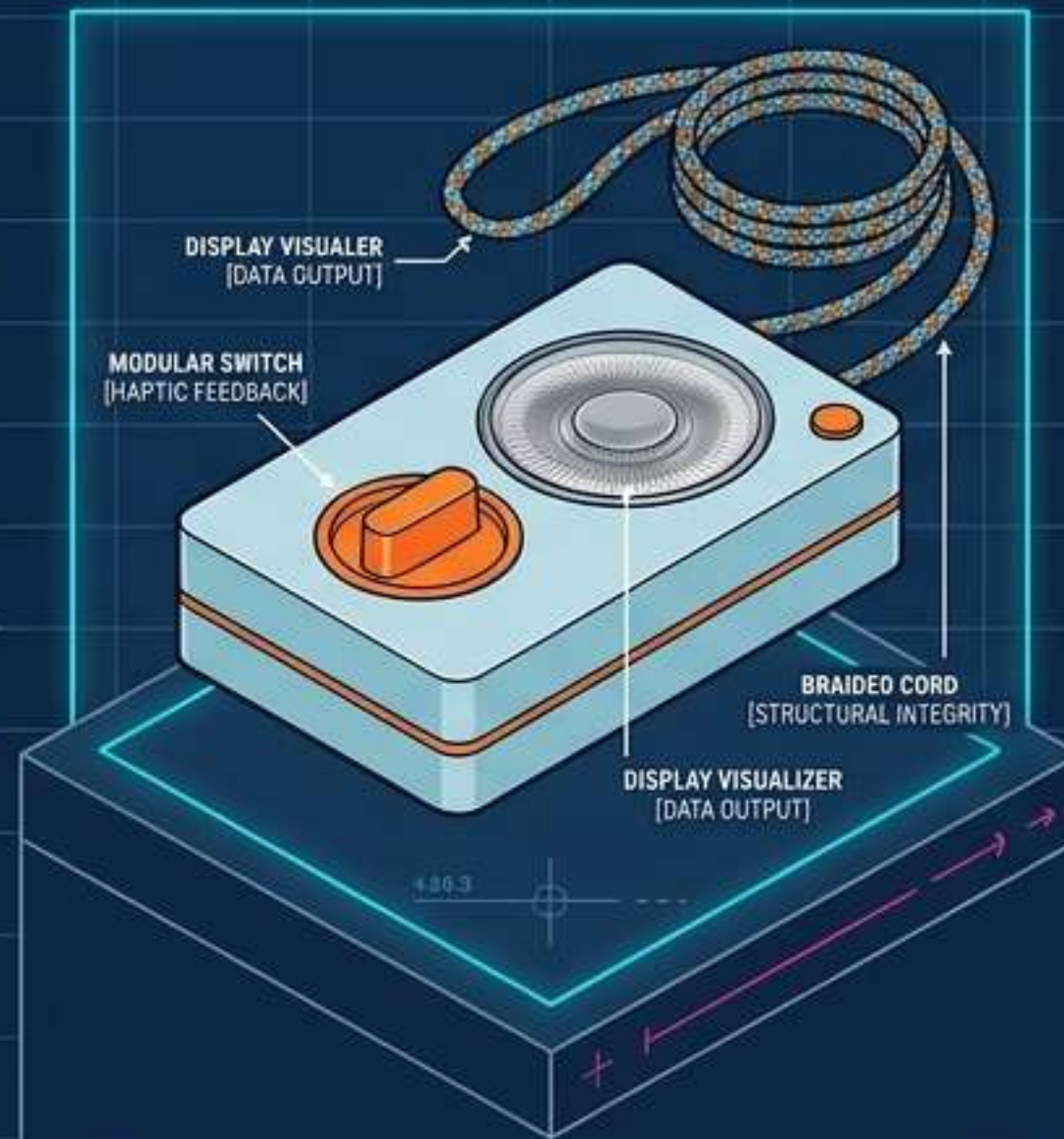
# Hardware Diagnostics: Tactical Audio & The Engineering of Touch



## Soma Laboratory (TERRA)

Organismic Touch.

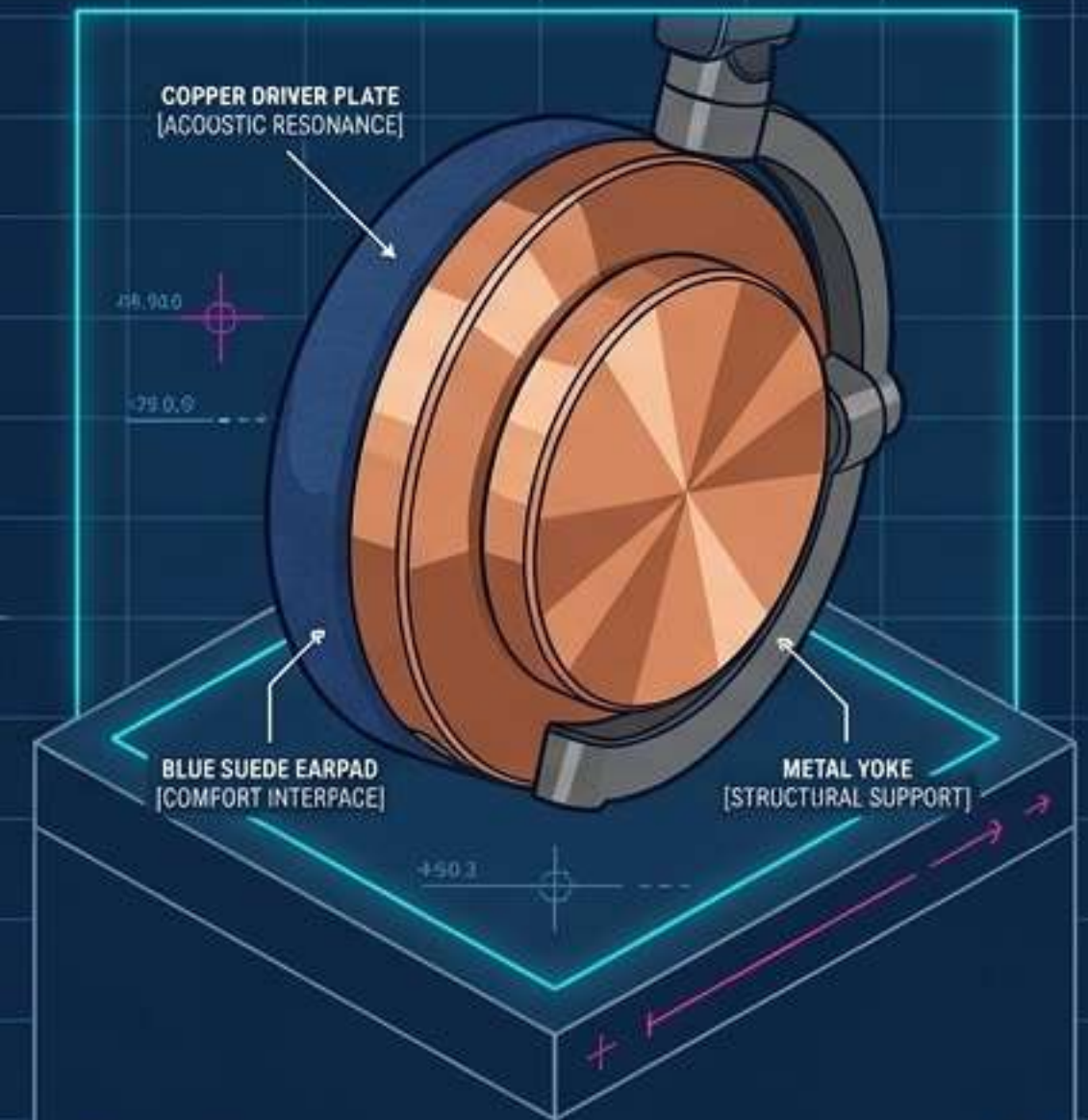
A solid wood housing with zero screens. Uses a 6-LED triangle and touch-playable note sensors to create a unity of nature and technology.



## Critter & Guitari (Organelle M)

Whimsy & Modularity.

Powder-coated aluminum with tactile maple keys. Uses open-source patches to transform a single device into a synth, smart controller, or visualizer.



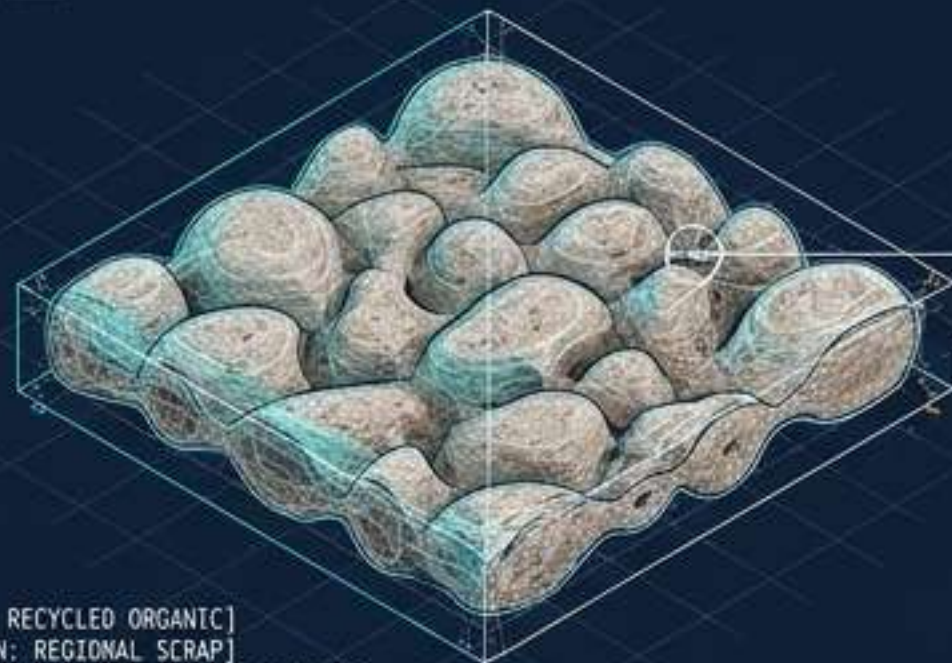
## Love Hultén (Coachbuilding)

Bespoke Retro-Fitting.

Integrating modern digital gear into hand-crafted wooden cabinets with traditional toggle switches and analog oscilloscopes.

# Material Science (CMF): The Anthropocene Palette

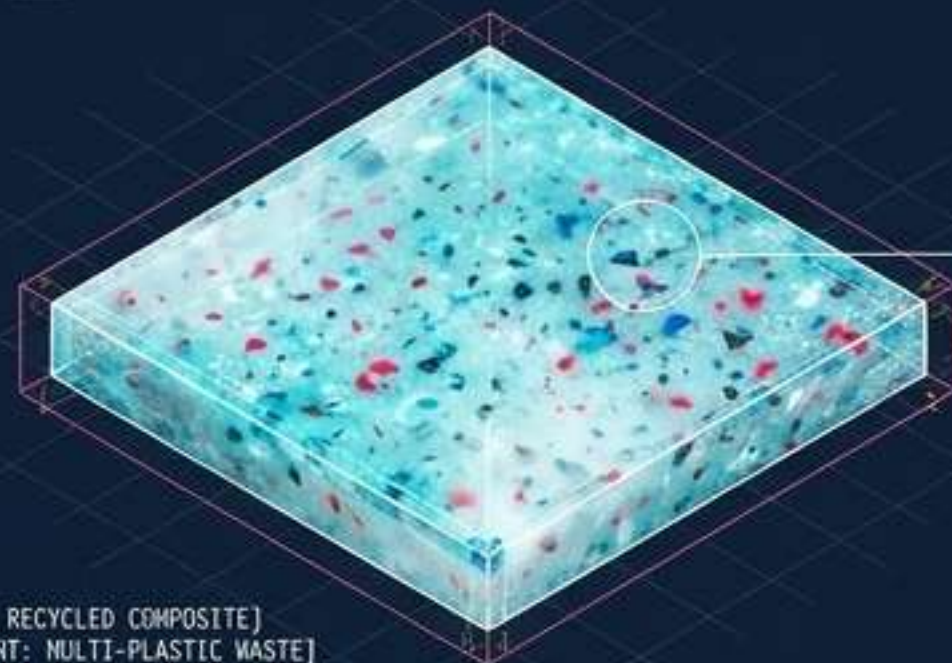
[CMF\_LZBRARY\_GRID\_V4.8]



[TYPE: RECYCLED ORGANIC]  
[ORZIGEN: REGIONAL SCRAP]  
[PROCESS: 3D PRINT/BINDER JETTING]



EconitWood™: Waste-free 3D-printed wood utilizing regional raw scraps bound with minerals.



[TYPE: RECYCLED COMPOSITE]  
[CONTENT: MULTI-PLASTIC WASTE]  
[FEATORE: VESIBLE CIRCULARITY]



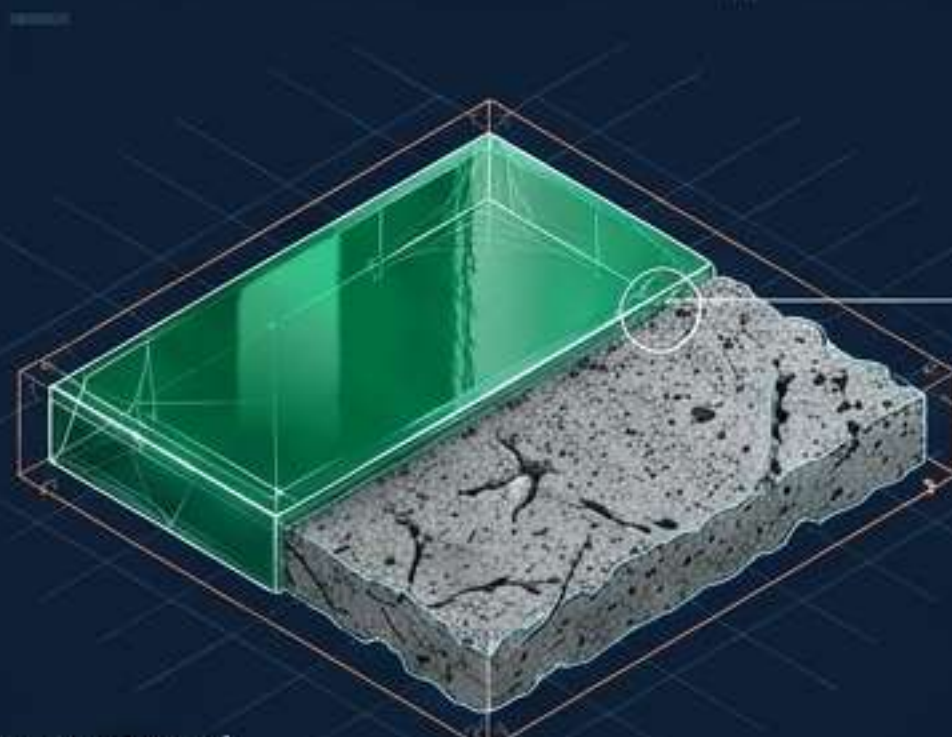
Premium Imperfection: Embracing inconsistency in recycled plastics and composites to create a visible narrative for circularity.



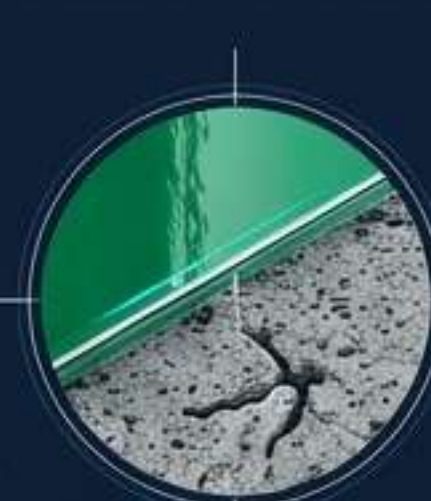
[TYPE: SMART TEATILE/INTERFACE]  
[FUNCTION: ADAPTIVE OPACITY/LIGHT]  
[TRIGGER: USER INTERACTION]



Photochromic / Smart Textiles: Materials that transform into colorful geometric patterns or switch between opacity and transparency based on user interaction.



[TYPE: RATTAN COMPRISITE]  
[STRUETURE: HEGLY STRUCTURED/POROUS]  
[APPLICATION: ENERGY-EFFICIENT COMMERCIAL]



Karuun®: Rattan composite transformed into a highly structured, energy-efficient commercial material.

# Cross-System Evaluation: 2026 Reference Hardware

DEVICE	AESTHETIC DNA	PRIMARY INTERFACE	USER MOTIVATION	BUILD MATERIAL
 TINYL Play Pro	Memphis/Dopamine	Tactile Turntable	Joy/Visual Spectacle	Colored Polystyrene/Metal
 SOMA Terra	Organismic/Zen	Skin-conductive sensors	Nature/Tech Unity	Solid Wood Block
 DIY Cyberdeck	Cassette-Futurism/Industrial	Mechanical Switches/CLI	Resilience/Agency	3D-Printed PLA/Rugged Case

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# Neo-Functionalism: Dieter Rams Principles Upgraded for Y3K

[PRINCIPLES\_REV\_Y3K\_V1.2]

From: Less, but better

**To: Minimal UI that prioritizes essential features while incorporating Tactile Joy.**



From: Don't make promises you can't deliver

**To: Visible system status through Transparent Housings and Exposed Mechanics.**



From: Meets functional standards

**To: Eliminates feature bloat; rise of single-purpose dopamine objects.**



From: Reduced footprint

**To: Material-led design using Anthropecene CMF and premium imperfections.**



[PRINCIPLES\_REV\_Y3K\_V1.2]

[X:101, Y:45, Z:22]

by Solodkiy.art

[PRINCIPLES\_REV\_Y3K\_V1.2]

# System Integration: The Phygital 2.0 Horizon

**Synthesis Insight:** These trends are not isolated visual fads. They are a unified rebellion against digital alienation.

## THE RITUALISTIC OBJECT



### NODE A (Emotional Centric)

Balancing storytelling, delight, and familiarity to combat AI homogeneity.

### NODE B (Materials as Heroes)

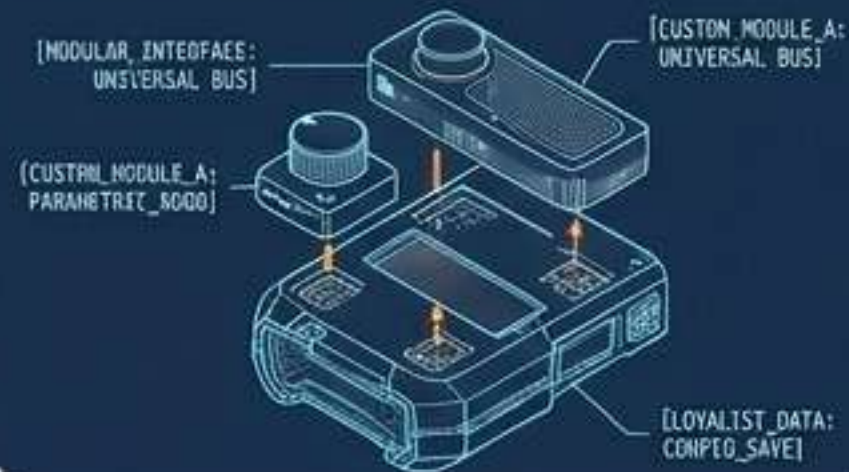
Tactile experiences that satisfy the human thirst for real-world grounding.

### NODE C (The Ritualistic Object)

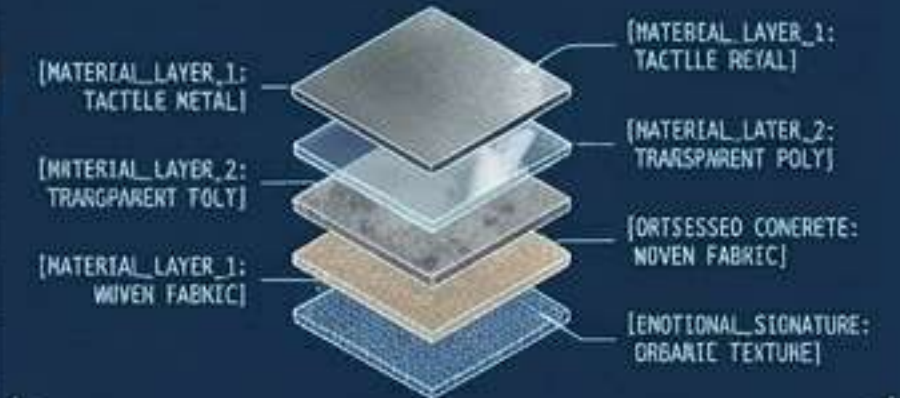
Hardware ceases to be just a tool; it becomes a handheld shrine to human creativity, featuring dynamic color shifts, rich textures, and the sharp edge of digital aesthetics.

# Executive Output: Designing the Y3K Reality

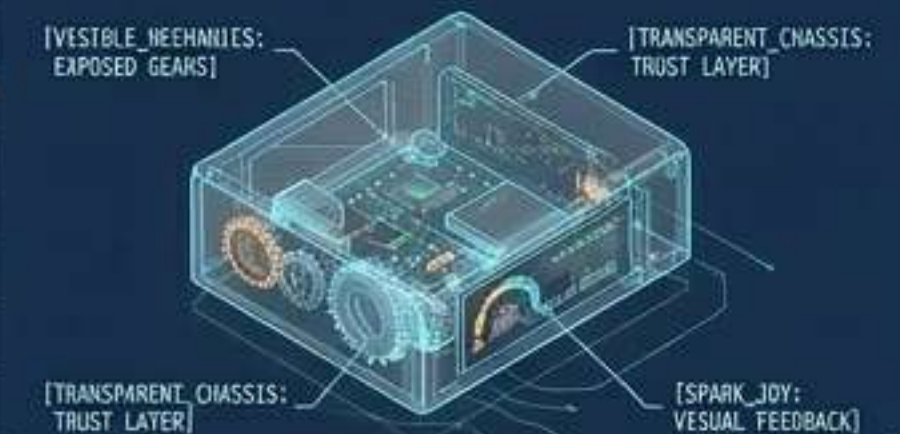
**Directive 2: Design for modular sovereignty.**  
Parametric, customizable hardware captures the loyalist demographic.



**Directive 1: Reject sterile minimalism.**  
Materials must have a physical presence and an emotional signature.



**Directive 3: Elevate engineering to visual theater.**  
Transparency and visible mechanics build trust and spark joy.



**Final Output Readout:** The designers of 2026 are not just building tools; they are building tactile stories embedded in every layer. // END SYSTEM SCHEMATIC.

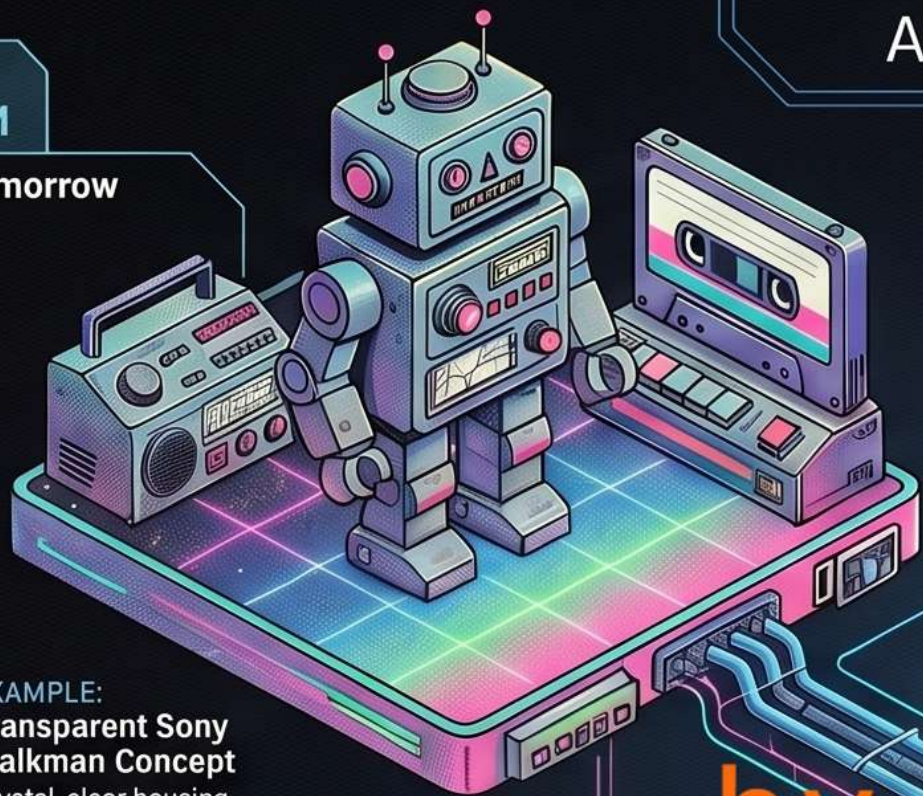
# The 2026 Aesthetic Navigator: A Guide to the Tactile Rebellion

## RETRO-FUTURISM & CASSETTE FUTURISM

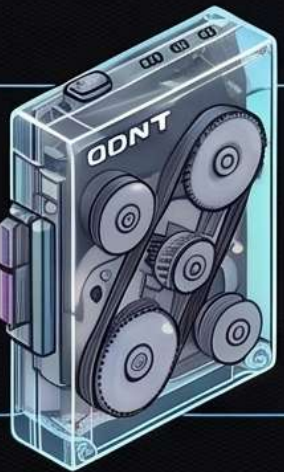
A Nod to Yesterday's Tomorrow

### The Rise of Non-Threatening Tech

Bulky forms and "chormingly orahuard" aoothetic mend cutting-edge If tes/ friendly and familer.



EXAMPLE:  
**Transparent Sony Walkman Concept**  
Crystal-clear housing transforms eneling gears into "visible complexity".



## HUMAN-CENTRIC MATERIALISM

Shift from sterlie minimalism to expressive, ritualistic "Depamine Artifacts".

OPTIMISTIC NOSTALGIA

RADICAL GEOMETRY

DIY RUGGEDNESS

by Solodkiy.art

## NEO-MEMPHIS & DOPAMINE TECH

Re-Enchantment of the Ordinary

EXAMPLE:  
**TINYL Play Pro Turntable**  
Blends primary colors with high-end components. Redical geometry over pure function.



Radical Geometry over Pure Function



Unconventional shapes create optical illusions live resoids floating.

## CYBERDECK CULTURE & MODULAR INDUSTRIALISM

Technological Agency through DIY

### Hardware as Ritualistic Object

Custom-built, fiold-repairable computer systems prioritice durability and "ntr baso" aesthetic.



### The Engineering of "Slop and Clack"

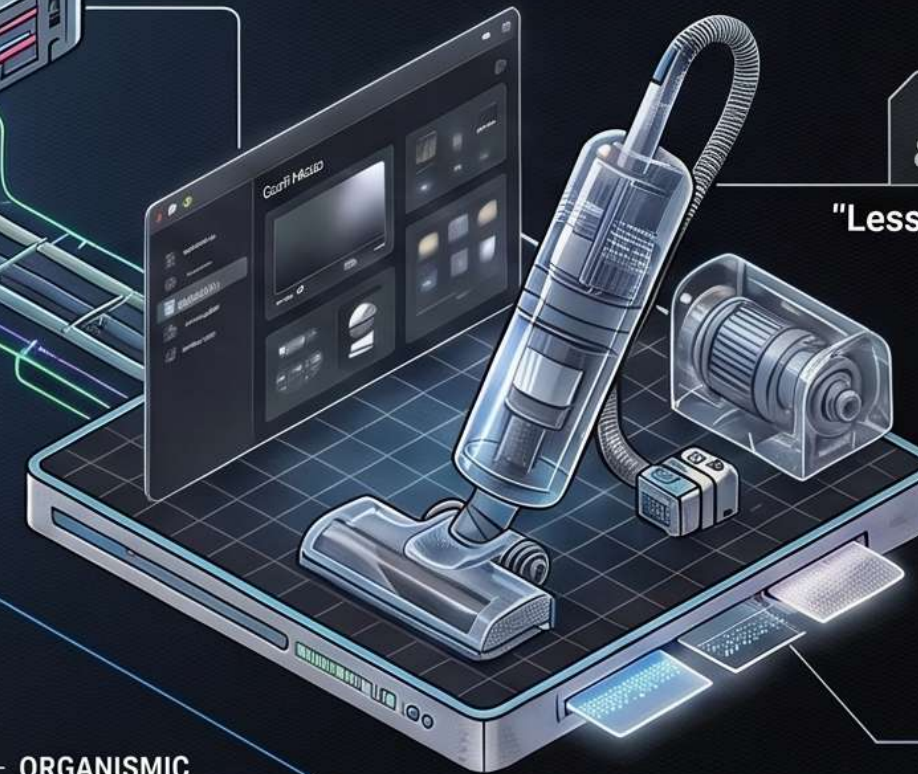


Community-iod designs favor tactile switches for a substyngly "horrible" response.

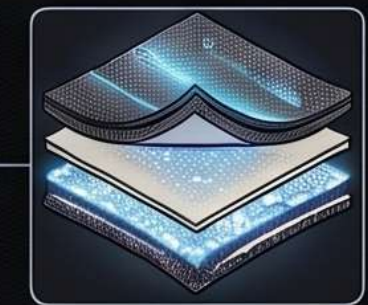
## NEO-FUNCTIONALISM & TRANSPARENT TECH

"Less, But Better" for the AI Era

EXAMPLE: **Nothing-inspired Transparent Vacuum**  
Exposing internal circuitry and motore tromfarins mundane appliances into display-wordy hardware.



Light as a Primary Material



Advanced CMF strategies use light and backlighting for unexpected user experiences.

## CMF 2026: THE TACTILE REVOLUTION



Materials as the New Heroes

### EMBRACING PREMIUM IMPERFECTION

Rough, boild recycled composites



Rough recycetiles and alternative materials

### ORGANISMIC TOUCH SYNTHESIS

Soma Laboratory's "Torra"-like device, a natural housing, Touch-playable nete ceners, toucher wood planc, symbelizing unity between nature and tech.

