HumanityAI'd — Museum AR Smart Glass Guide

Look at any exhibit. Hear its story in your language. Hands-free.

Visitors wear lightweight AR glasses. The moment they look at an exhibit, our on-premises AI recognizes it and plays a professional narration **in the visitor's own language** — no app, no numbers to key in, no phone. Everything runs on a **server inside the museum**: no visitor imagery ever leaves the building.

Why museums choose it

- **Hands-free "look & listen"** — dwell-based recognition, ~1.5 s from gaze to narration.
- **8 languages at launch, up to 23** — including Arabic with full RTL support and a human approval workflow for every clip.
- **On-premises & data-sovereign** — clears GCC procurement hurdles that cloud apps cannot.
- **Minutes to enrol** — staff photograph an exhibit and publish multilingual narration in under 10 minutes, unaided.
- **Measurable engagement** — dwell time, play-through, tour completion, per-exhibit analytics.

Proven, not promised

A full production pilot runs today: **10 exhibits, 12 photos, 8 languages, 80 approved narrations**, recognition verified at **0.995** similarity — on a single on-prem GPU. The same software, deployment, and content workflow a museum receives.

How it works

Glasses (RayNeo X3 Pro) stream what the visitor sees → **on-prem AI server** recognizes the exhibit (CLIP + FAISS) → plays the approved **neural TTS narration** in the session language → shows title & key facts on the lens. Curators manage everything from a web admin panel.

Ideal first deployment

A flagship multilingual museum — e.g. the kind of institution that serves 190+ nationalities and needs interpretation beyond 2–4 languages. Start with a 4-week, one-gallery pilot; carry the content and analytics straight into rollout.

Let's scope your pilot. · HumanityAI'd · Artificial Intelligence for Smart Glasses