A startup named Avegant presents a wearable alternative to large TVs, if not home theatre setups-- the Glyph, a headset designed primarily for the consumption of media.



First seen in a January 2014 Kickstarter campaign, the Glpyh looks like the lovechild of a Geordi La Forge (from Star Trek) costume and a pair of oversized headphones. The band part of the headset rests on the nose via interchangeable nosepads, and projects images directly into viewers' eyeballs via low-power LED and 2 million micromirrors (microscopic aluminium mirrors transforming light into pixels).

As the company puts it, the Glyph is not designed for immersive Oculus Rift-style "experiences." In fact, the headset provides peripheral vision above and below the display, allowing wearers to look at the popcorn they are munching while viewing. Instead the idea is to beam high quality images and sound (courtesy of Harman Kardon drivers). As such, the Glyph experience is equivalent to watching at an 80-inch TV, if one with 3D and 360-degree video.

Connectivity comes through HDMI, allowing use with any media device. A built-in battery promises up to 3 hours of use.

Will the Glyph bring about a new trend in how consumers view their media? We will know once the Glyph starts shipping from March 2016.

Go Avegant Glyph