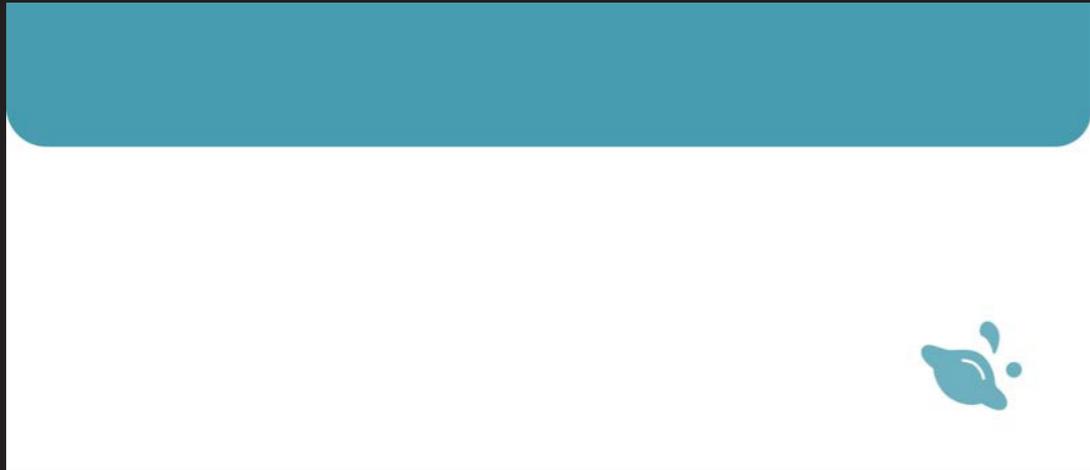




Identity System



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To Whom This May Concern:

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Best Regards,



Fabin Archer



Logo Animation

<https://vimeo.com/479650937>



“I don't have a need for cookbooks or this crap, but it's bloody brilliant. My kids use it and absolutely love it. It's truly amazing.”

- Gordon Ramsay

Informational Pamphlet



AN EYE FOR INNOVATION

FLAVOR VISION has always thought this was a straightforward question with a straight-forward answer, but asking more and more people "What is interactive technology?" will get you more and more varied responses. In the overarching analogy mentioned in past OI, interactive Technology is the building blocks for the story you want to tell and emotions you want to convey.

Think of the letter "E". It is the most common letter in the English language, but yet every word that it is a part of has a different meaning. An example are the words "love" and "hate". Both contain the letter "E", but have opposite meanings. Many available interactive technologies function at this level, providing raw data that has no meaning without creativity and integration with other technologies and processes. The same idea applies to interactive technologies that focus

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on laser prototyping. These technologies may have pre-built layers of complexity that can process raw data into simple actions and triggers. These simple actions and triggers may not be suitable for production, but they can be very useful in prototyping applications and experiences.

Think of these technologies as singular words, like "jump". They have inherent meaning, but their use in the context of a phrase can be very different. For example, compare the phrase "jump into the swimming pool" and the common expression "I'm jumping through hoops for this job" (frequently said by me...). Both use the word "jump" but imply very different meanings, as the expression doesn't represent a literal jumping through hoops.

The first element is the technology. These technologies come in many different shapes, sizes, and forms. They range from web

services, hardware sensors, desktop or mobile applications, and more. They can be completely digital, such as web services or buttons, sliders, switches and toggles, such as those built into control panels.

HOW IT WORKS

The second element is the notion of "real-time applications". This is a very important concept for interactive technology and is constrained by more traditional "offline" or "non-real-time" technologies. A situation that many creative professionals can relate to is that of rendering moving images or professional design. Real-time technologies such as 3D models, high-definition video, and multi-tasked workflows can relate to real-time data processing, where a user will render data process their assets, preview the output and then set their software on the job of rendering the final product. The length of time a task to render is dependent on the complexity of the work and can range from minutes to hours to days.

With the advent of affordable and powerful computers, applications have tried to move from this traditional system to real-time systems, where there is no difference between the preview and the output. What is seen in the preview is actually the final

render being generated. In the speed of user interaction, the delay between user input and the final output is so small that it is being perceived as "real-time". Many advancements to real-time software have been driven by the gaming industry, who share many similar goals with interactive technology and immersive design, because their goal is to build an incredibly immersive application and games that are built to react to human / user input in real-time and on the fly and environmental settings.

The alternate goal of interactive technology is to capture and analyze the different ways humans interact with each other, their environment, and objects around them. When humans communicate with each other, much of the meaning and context lies behind many layers of subtlety that are generally taken for granted, such as tone of voice, eye contact, facial expressions, body movements, and more.

All the different interactive technologies seek to harness the specific, very human ability to harness these interactions to change environments, drive experiences, and tell stories. With a concrete definition, let us examine some examples of interactive technologies and usage from real world applications. The best example is the

and eye for innovation. Color and Shape Page
Flavor Vision 13

What you see is what you eat.
Visit the recipe: flavorvision.com/recipe/abitabap-by-eye





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OUR STORY

FLAVOR VISION wants to bring an innovative experience to our customers' kitchens by using the latest interactive technology. When interacting with digital surfaces we usually use fingers and touch, but there are other methods where we can also use detection of objects or codes on top of the surface.

Usually, when interacting with LCDs, we use touch frames as most reliable and affordable solution to create touch responsiveness. Touch frames can provide so-called multi-touch capabilities where we can detect more than one finger interaction, similar to how we interact with screens of mobile phones. Touch frames are available in standard LCD TV sizes and can be extremely thin almost indistinguishable from conventional TV frames.

Touch frame method cannot be used to detect objects. For object recognition, we develop a custom built solution that uses rear projection and infra-red sensors to "see" the surface of the screen. They are created per project and adjusted for optimal performance based on environmental conditions depending on the location.

Infrared projectors work in a simpler process than a DLP projector. Besides the normal lens on the projector, there's also a special

camera. When an interactive pen is used on the projected image, the pen reflects infrared light to the special camera. The movement is then reflected back to the main projected image.

Some of the newer interactive projector models enable you to interact by touch instead of using a special pen. If you go shopping for an interactive projector, keep in mind there are also interactive touchscreen displays. These can be an option for you to explore too.

These displays don't rely on a projector or any device. They come with software, a remote control, or sometimes a stylus pen. You interact with the interactive display like you do your touchscreen cell phone and tablet.

Interactive projectors keep everyone interested in your lecture or presentation. Watching you engage on the screen will keep those who might have difficulty concentrating during a lecture on the screen. Even better, it gives others the chance to participate.



FOOD SCIENCE

FOOD SCIENCE is the study of the physical, biological, and chemical makeup of food; the causes of food deterioration; and the concepts underlying food processing. Food scientists and technologists apply scientific disciplines including chemistry, engineering, microbiology, and nutrition to the study of food to improve the safety, nutrition, wholesomeness and availability of food. Depending on their area of specialization, food scientists may develop ways to process, preserve, package, and/or store food according to industry and government specifications and regulations of health.

Food science draws from many disciplines, including biology, chemical engineering, and biochemistry to better understand food processes and improve food products for the general public. As the stewards of the field, food scientists study the physical, microbial, and chemical makeup of food.

They apply their findings to develop the safe, nutritious, and sustainable foods and innovative packaging that line supermarket shelves today. Food science is the application of basic science and engineering principles to the creation and maintenance of a safe, abundant and wholesome food supply. Evolution of food science, particularly over the past century, has been punctuated



by the intersection of many basic science and engineering disciplines that has advanced our knowledge of food, and how to transform food into a myriad of safe, convenient, nutritious, healthy and tasty products seen in stores.

In the future, food science will be called upon to address a number of challenges for mankind, including sustainability and nutrition security, longevity and health, food safety and defense, and an ever-changing 'farm-to-fork' continuum.

Embracing transformational and disruptive science and technology will provide some of the solutions, as food science further evolves into a 21st century discipline. In meeting these challenges, ready access to reference material will be essential to the modern food scientist. The Elsevier Reference Module in Food Science represents the next generation in publishing, sourcing and accessing reference material in food science.

WHY DOES IT MATTER?

The Institute of Food Technologists (IFT) unapologetically works to create awareness about the critical role food science plays in ensuring our planet's food supply is nutritious, safe, sustainable, and abundant.

Unfortunately, we're often more interested in stories about common food ingredients



that someone says will harm us, which is what these groups have been trumpeting. These claims have been consistently debunked by legitimate research and have been thoroughly reviewed and rejected by regulatory agencies around the world. The scientific evidence confirming the safety of carrageenan has existed for decades. Moreover, within the past few years and as recently as 2015, new studies and additional reviews and papers have once again proved its safety.

Food science is a diverse field that encompasses multiple areas of science, ranging from biology and chemistry, to engineering and psychology. Being able to measure the chemical changes that

occur in food as it is being processed or prepared and linking those changes to specific characteristics such as sensory characteristics or food safety, is paramount to creating healthy and desirable food. This chapter discusses recent applications of metabolomics in the field of food science. First, an overview of metabolomics.

IMPORTANT FACTS:

- It's the study of the physical, biological, and chemical makeup of food, the causes of food deterioration; and the concepts underlying food processing.
- Food scientists may develop ways to process, preserve, package, and/or store food based on regulations.

FOOD TECHNOLOGY

THE FOOD you consume daily is the result of extensive food research, a systematic investigation into a variety of foods' properties and compositions. After the initial stages of research and development, food products are mass produced using the principles of food technology. These interrelated fields contribute to the food industry—the largest manufacturing industry in the United States.

INFLUENCES WHAT WE EAT

The world population is budding toward 9 billion, our available land is shrinking, and our communities are growing more connected, leaving one increasingly important global issue hanging above our heads: food security. Fortunately, technology is allowing us to track, analyze, and understand the way our food system works to help reduce the amount of food waste and carbon emissions, and ultimately, feed the 842 million people who don't currently have enough to eat to keep themselves healthy.

And food startups are leaving everyone salivating. Research from CB Insights showed that VC funding for food delivery companies was at an all-time high in the first quarter of 2014, hitting more than \$200 million. But using smartphones to order Thai takeout at

11:00 p.m. is only the tip of the iceberg. Here are 10 ways tech is changing our food and the way we find, consume, and get rid of it.

In the past few years, 3D printing has really taken off across many industries and the food industry is one of them. There have been several applications of 3D printing food from NASA printing a pizza to creating soft foods for those who cannot chew hard food to consume.

When it comes to food, tech isn't always the first thing that comes to mind. However, technology over the years has changed how we produce and find our food through applications, robotics, data and processing techniques. According to a recent report from ING, technology helps food manufacturers produce more efficiently for a growing world population. There are 7.5 billion people in the world right now and that means a higher demand for food each year. By using tech to improve processing and packaging, it can improve the shelf life and safety of food.

FIVE WAYS IT CHANGES THE FOOD WE EAT

1. GMOS:

The biotechnology used to create genetically modified organisms (GMO) is critical in food technology, and also notorious.



A GMO is something that has been genetically engineered to have certain traits, like herbicide resistance, pest resistance, and increased nutritional value. In 1994, the first modified tomato, the Flavr Savr, was approved by the FDA and put on the market. It quickly led to the development of other seeds, and by 1999, one hundred million acres were farmed with genetically engineered crops.

In 1997, just three years after the first genetically modified food hit the grocery shelves, Europe made GMO labels mandatory, but the US still hasn't made a federal regulation. Currently, there are crops in development that are genetically modified to grow in habitats besides their native ones, to increase yield productivity to feed more people. Examples of this include wheat, rice, and other grains. Fish, poultry, and beef are also often modified to increase the quantity of meat by quickening the rate of growth of an animal or by adding proteins or other nutrients to the meat.

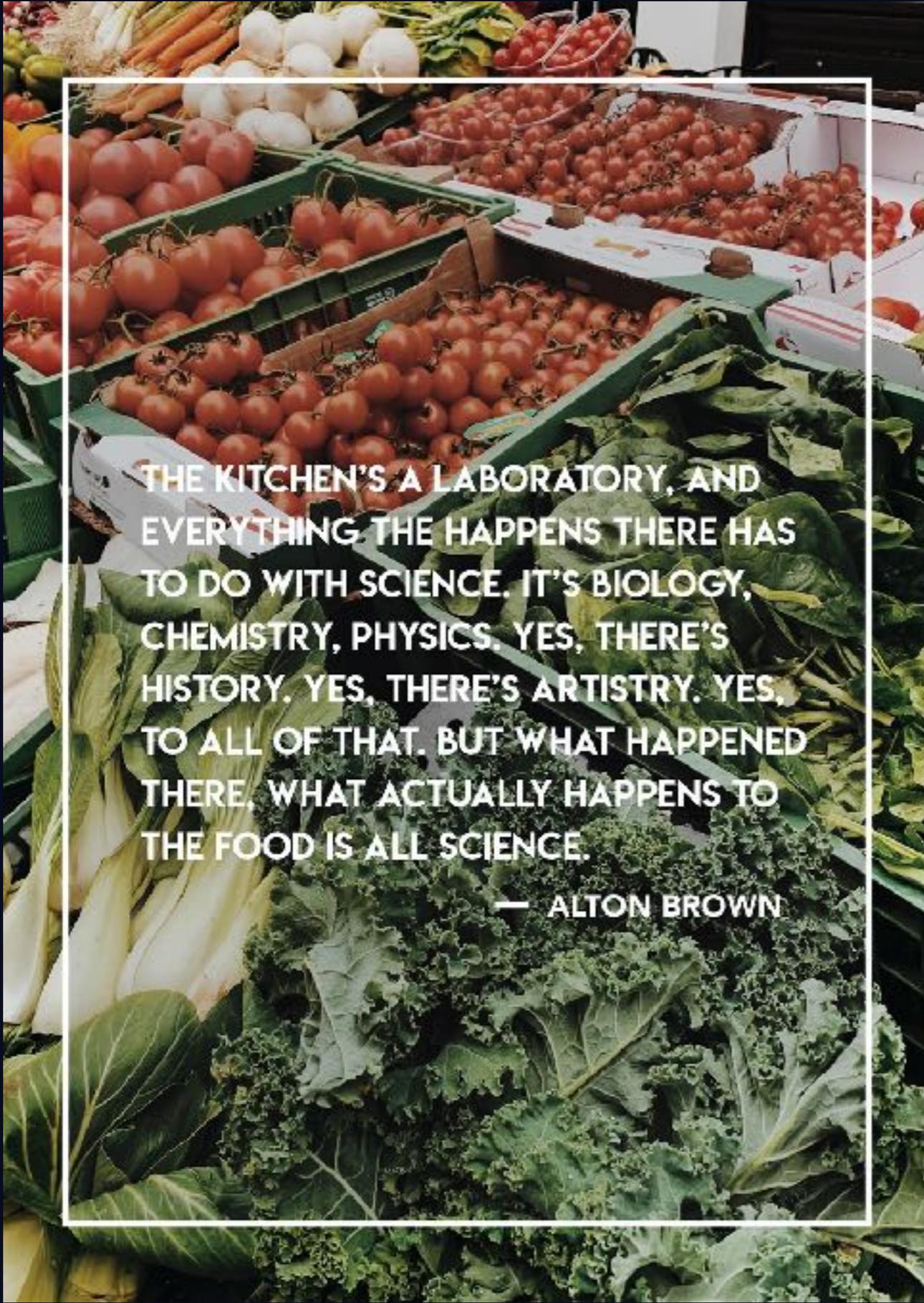
2. PRECISION AGRICULTURE:

Precision agriculture is often called satellite farming, and refers to the use of GPS tracking systems and satellite imagery to monitor crop yields, soil levels, and weather patterns to increase efficiency on the farm. Precision technology is increasingly important as the issue of feeding 9 billion people by 2050 becomes more apparent. The technology was adopted in the early 1990s, and started with crop yield monitors. Now, there are tools such as weather analysis software and soil testing kits to monitor nitrogen and phosphorous levels to look at.

3. DRONES:

Farms often span large distances, and farmers need help to monitor the productivity of the areas. Drones are becoming a popular alternative to extra farm hands or satellites, and advanced technology is making the drones more productive. With drones, farmers can locate precisely where a diseased or damaged plant is, more accurately release fertilizer and pesticides, or

Food Technology Cont. on Next Page



THE KITCHEN'S A LABORATORY, AND EVERYTHING THAT HAPPENS THERE HAS TO DO WITH SCIENCE. IT'S BIOLOGY, CHEMISTRY, PHYSICS. YES, THERE'S HISTORY. YES, THERE'S ARTISTRY. YES, TO ALL OF THAT. BUT WHAT HAPPENED THERE, WHAT ACTUALLY HAPPENS TO THE FOOD IS ALL SCIENCE.

— ALTON BROWN

take photos and have immediate information about a certain area of the farm. A report released in March by the Association for Unmanned Vehicle Systems International said that drones could create 70,000 jobs after the Federal Aviation Administration approves commercial drones. But in farming, drones may replace more jobs than they create and will change jobs.

4. INTERNET OF THINGS:

Sensors are (and will continue to be) very important to food technology. The Internet of Things has already come to the farm in the forms of irrigation technologies, crop yield monitoring. A system called WaterBee collects data on soil content and other environmental factors using wireless sensors to reduce water waste.

Sensors in grain bins allow farmers to monitor the temperature and moisture levels remotely. John Deere added sensors to some of its equipment to monitor soil moisture or productivity to increase or decrease speed or prevent overlap of fertilizer or seed. Another example of IoT use on farms is Z-Trap, a device used to monitor insects and analyze data on crops remotely using GPS coordinates and wireless sensors.

The base station targets specific destructive bug species, but the tool has its own communication network between all the traps on a certain field and uploads the data

to a cloud. The economic benefits to the country are enormous and were estimated as follows. First, we forecast the number of sales in the three market categories. Next, we forecast the supplies needed to manufacture these products.

5. PROMOTING LOCAL FOOD:

The farm-to-fork movement is strong. People want to know where their food comes from, and as industrial agriculture, GMOs, hormones, and carbon emissions become increasingly concerning, it becomes more important to know the life cycle of food.

Websites like Farmigo offer a place for people to find local harvest from farmers in their region, creating an online farmer's market community, of sorts. Farm to Table is a web service that distributes locally grown produce, grass-fed beef, and cage-free chickens to restaurants, independent grocery stores, and cafeterias.

There are profiles of the farmers and the farms they tend, as well as detailed descriptions of the food that is available for purchase. The company is based in Austin, Texas, but services like these are growing around the country.



AN EYE FOR INNOVATION

FLAVOR VISION has always thought this was a straightforward question with a straightforward answer, but asking more and more people "What is interactive technology?" will get you more and more varied responses. In the overarching analogy mentioned in post 01, Interactive Technology functions as letters and singular words. They are the building blocks for the story you want to tell and emotions you want to convey.

Think of the letter "E". It is the most common letter in the English language, but yet every word that it is a part of has a different meaning. An example are the words "love" and "hate". Both contain the letter "E", but have opposite meanings. Many available interactive technologies function at this level, providing raw data that has no meaning without creativity and integration with other technologies and processes. The same idea applies to interactive technologies that focus

on faster prototyping. These technologies may have pre-built layers of complexity that can process raw data into simple actions and triggers. These simple actions and triggers may not be suitable for productions, but they can be very useful in prototyping applications and experiences.

Think of these technologies as singular words, like "jump". They have inherent meaning, but their use in the context of a phrase can be very different. For example, compare the phrase "jump into the swimming pool" and the common expression "I'm jumping through hoops for this job" (frequently said by me...). Both use the word "jump" but imply very different meanings, as the expression doesn't represent a literal jumping through hoops.

The first element is the technology. These technologies come in many different shapes, sizes, and forms. They range from web

services, hardware sensors, desktop or mobile applications, and more. They can be completely digital, such as web services, or they can have analog components, such as buttons, sliders, switches, and toggles such as those built into control panels.

HOW IT WORKS

The second element is the notion of "real-time applications". This is a very important concept for interactive technology and immersive design. Real-time technologies are contrasted by more traditional "offline" or "non-real-time" technologies. A situation that many creative professionals can relate to is that of rendering/saving images or videos. Architects, designers, advertising professionals, and many other disciplines work with computationally expensive media, such as 3D models, high-definition video, and multi-tracked audio. All of these formats have very similar workflows, where a user will input data, process their assets, preview the output, and then set their software on the job of rendering the final product. The length of time it takes to render is dependent on the complexity of the work and can range from minutes to hours to days.

With the advent of affordable and powerful computers, applications have tried to move from this traditional system to real-time systems, where there is no difference between the preview and the output. What is seen in the preview is actually the final

render being generated at the speed the user is working at. Simply put, "real-time" means there is no delay between user input and the final output, because the output is being generated in "real-time". Many advancements to real-time softwares have been driven by the gaming industry, who share many similar goals with interactive technology and immersive design, because their goal is to build incredibly immersive applications and games that are built to react to human/user input in real-time and so on. The third element is the focus on human/user input and environmental sensing.

The ultimate goal of interactive technology is to capture and analyze the different ways humans interact with each other, their environments, and objects around them. When humans communicate with each other, much of the meaning and context lies behind many layers of subtlety that are generally taken for granted, such as tone of voice, eye contact, facial expressions, body movements, and more.

All the different interactive technologies seek to harness the specific ways humans interact to allow creative professionals the ability to harness these interactions to change environments, drive experiences, and tell stories. With a concrete definition let us examine some examples of interactive technologies and usage from real world applications. The best example is the

An Eye for Innovation Cont. on Next Page

smartphone. The smartphone is a powerhouse of interactive technologies and they're so widely used that people across all age groups, nationalities, world views, etc. have experience with one.

Brands and models aside, many of them share the same fundamental technologies. They feature touch screens with gestural inputs. They have seamless and constant access to the Internet, blurring the line between what is stored on the phone and what is being loaded from the Internet in real-time (many mobile apps are just fancy web browsers). They all have gyroscopes, accelerometers, and other sensors to allow screen content to automatically rotate based on the phone's orientation. These are perfect examples of interactive technologies in our everyday lives.

Many spaces we visit daily have interactive technologies in them. Consider the simplest example of them all – automatic doors in retail environments. Without any active input from the user, these doors use sensors to create a simple open and close triggers based on the motion of users. This simple use case can be implemented in many other situations, where a user's motion could generate a greeting at a digital kiosk, for example.

The Internet of Things collects under it all things connected to the Internet and all services and applications built on the Internet. This includes services like Twitter, Google, and hardware

such as smartphones. Gestural technologies are all the technologies that create interactive content with our body motions.

A NEW VISION

As the world's elderly population drastically increases, aging-related cognitive impairments have become one of the biggest healthcare concerns. In this paper, we present the design of an assistive kitchen system consisting of a user interface with two-way speech communication and an automated cabinet system to help promote aging-in-place.

The assistive kitchen system incorporates a cognitive assistance feature that helps the user in overcoming initiation, planning, attention, and memory deficits, while performing kitchen-based activities of daily living (ADLs) such as storing and retrieving items, and obtaining recipes for meal preparation. This feature works synchronously with the automated kitchen cabinet to directly provide the location of an item to a user, bring the item in closer reach and also prompt the user to retrieve the item. An initial prototype of the assistive kitchen system has been developed and performance testing has been conducted.

The testing has shown high success rates for users' retrieving and storing specified kitchen items. A small scale study was also conducted measuring the acceptance and use of the proposed system by older adults. The results show promise for the further development.



What you see is what you eat.

Link to recipe: flavorvision.com/recipe/bibimbap-by-sue



CHIEF STORIES

FLAVOR VISION is used by some of the most popular chefs across the globe. They have enjoyed using the product in their everyday lives and think it's a nice alternative to the traditional cookbook. Think of these technologies as singular words, like "jump". They have inherent meaning, but their use in the context of a phrase can be very different. For example, compare the phrase "jump into the swimming pool" and the common expression "I'm jumping through hoops for this job" (frequently said by me...). Both use the word "jump" but jumping through hoops.

GORDON RAMSAY

When you think of Gordon Ramsay, you probably picture his angry, lined face spewing hate (and spittle) into incompetent chefs' faces.

This is the image Gordon likes. At the end of the day, he's a strong, talented chef who has no time for your shit fillet mignon. He's got Michelin stars and awards coming out of his ears. But what do we know about the man behind the *coq au vin*?

Where did he come from? He's clearly hardworking - did he have it easy? Well, no. Ramsay had a really fucking tough upbringing and he's not had it easy by any means. Gordon started out in a council estate in the middle of Stratford-upon-Avon. Before that, he lived in 17 houses before he reached the age of 16.

Gordon and Diane eventually moved out and got their own flat together. Sadly, she



fell into an abusive relationship of her own, echoing her mother's turmoil. She said, "One time, my ex had a pillow over my head and Gordon managed to get him all me."

"Gordon said, 'Don't ever put up with that. You don't deserve it. Don't take that from any man in your life.'" Their mother eventually managed to get away after one particular incident where their father threw scalding hot milk over her while she was in bed, then punched her and dragged her downstairs. She was taken to hospital, where Women's



Aid stepped in. She stayed in one of their shelters for six months. While best known as a celebrity chef now, Ramsay is successful in a variety of other ventures outside of food and television. Most notably as a published author, Ramsay has released a number of books, many of which have become bestsellers around the world; including his autobiography, *Roasting in Hell's Kitchen*.

NIGELLA LAWSON

Ms. Lawson's view of herself and of why she became successful oppose this image of the wealthy beauty queen. When she's not on the road, she said, she is usually "sitting around my house with no makeup, wearing baggy things." She is the home cook, the anti-expert, the person who cooks for pleasure rather than ego.

"What I've learned is that a lot of people project onto you something which is a function of their own take on the world," she said. "And once people have that view of you, anything can be made to be that thing they've already decided."

Ms. Lawson has a policy of no longer giving interviews that go beyond her professional life, though she made a cautious exception for this article. Her two children are ill-limits, and she remains scarred from the time beginning six years ago when she was in the

tabloids constantly, owing to her divorce and a subsequent court case in which two former assistants were accused of embezzling from Ms. Lawson and Mr. Saatchi. The tabloid stories were invasive and exposing: Paparazzi photos captured Mr. Saatchi with his hand around Ms. Lawson's throat.

With the holidays approaching, Lawson said she's most looking forward to spending quality time with her children, son Bruno, 24, and daughter Cosimo, 26, and using Flavor Vision for a fun and interactive way to cook.

"I love watching films with them and I enjoy not having things in the timetable," she said. "I'm also a bit clichéd and like having the fire burning and lots of tealights and fairy lights. It's about turning my home into this cocooning, magical place where it feels a bit different from the rest of the year."

Chef Stories Cont. on Next Page





BAKED POTATO FILLINGS

RECIPE BY JAMIE OLIVER

And the best bit? The oven does most of the work for you. So, whether you're a terrific cook or just a warming dinner-for-one, check out our guide to the best way to cook a baked potato, choose your favorite filling, and curl up with a plate of potato heaven.

HOW TO COOK A BAKED POTATO

You will need

- 1 medium-sized baking potato (20 to 170g total)
- olive oil

Instructions:

1. Preheat the oven to 200°C/400°F.
2. Rub with a little oil (oil also helps the skin go golden) and season with sea salt, then use a fork to prick it six times, all around the potato.

3. Place on a baking tray and bake for 1 hour to 1½ hours.
4. To test for doneness, cut into open side just away, so it doesn't become soggy and heavy.
5. Top with your favorite filling, or our suggested fillings here: jamieoliver.com

TIP: If you're making more than one potato, make sure they are all approximately the same size so they cook at the same time.

JAMIE OLIVER

Jamie Oliver loves using Flavor Vision while he cooks his famous potatoes. He teamed up with a new recipe for people who use the interactive projector. Once you know how to bake a potato (he provides a simple recipe), Oliver demonstrates that you basically have the perfect canvas for an easy but satisfying meal. The only thing you need to account for is that the actual baking of the potato will take 1-1.5 hours, but you can make a big batch on the weekend and heat up your potatoes one at a time when you're ready to eat, or you can even make them in the Instant Pot or your slow cooker depending on your needs.

Oliver's break into television came when he appeared in a documentary while working at the River Café in London. From there, he gained fame after hosting a hit cooking show, *The Naked Chef*. Multiple cookbooks, publications, and restaurant openings followed, giving him a prominent platform for championing healthier eating for school children.

Oliver offers four different stuffed baked potato recipes, and they're a far cry from the boring globs of mashed potatoes you sprinkle of bacon bits you may be used to. For protein lovers, Oliver's lunch Mayo Twist and Homemade Baked Beans and Cheese potatoes are a sure bet.



For the funnest, you make a simple taco salad, then add cherry tomatoes, spring onion, and peascod angula for a burst of freshness. For the latter, Spanish-style carne lina beans are sautéed with tomatoes and a sliced paprika (knowing other things), then rolled into your very baked potato with cheddar cheese. If you're trying to eat more veggies, Oliver's Rainbow Slow potatoes or Caramelized Red Onion Bacon and Spinach potatoes should be added to your rotation. To us, the next way to get yourself to eat your spinach is to top it with real bacon crumbles. You'll never want to pick up a jar of "sauce" tubs again.

All four variations are easy, affordable, and totally delicious. And now that we're feeling inspired, who knows what we'll add to our next stuffed baked potato!



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Print Ads

TASTE OF ITALY

What you see is what you eat.
 Link to recipe: www.flavorvision.com/vegetable-lasagna-recipe-by-kate

TASTE OF GREECE

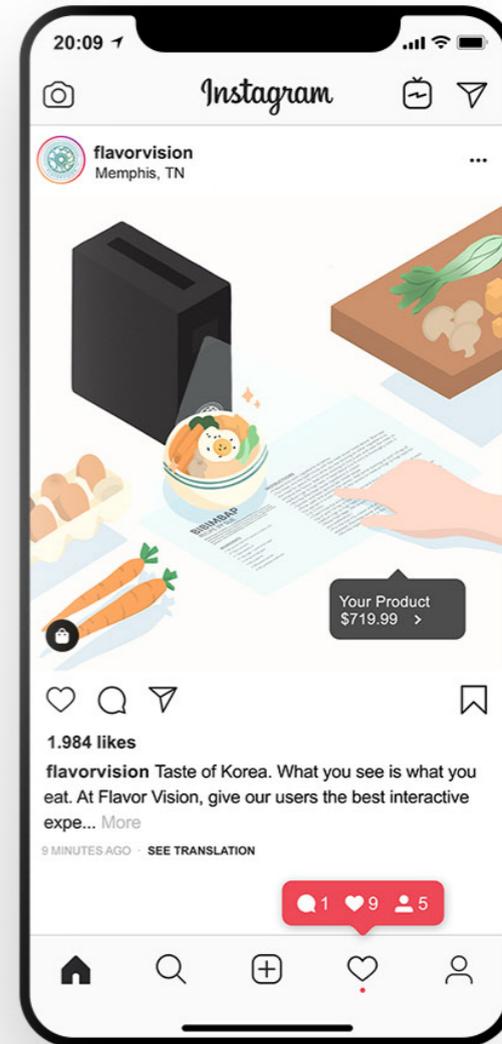
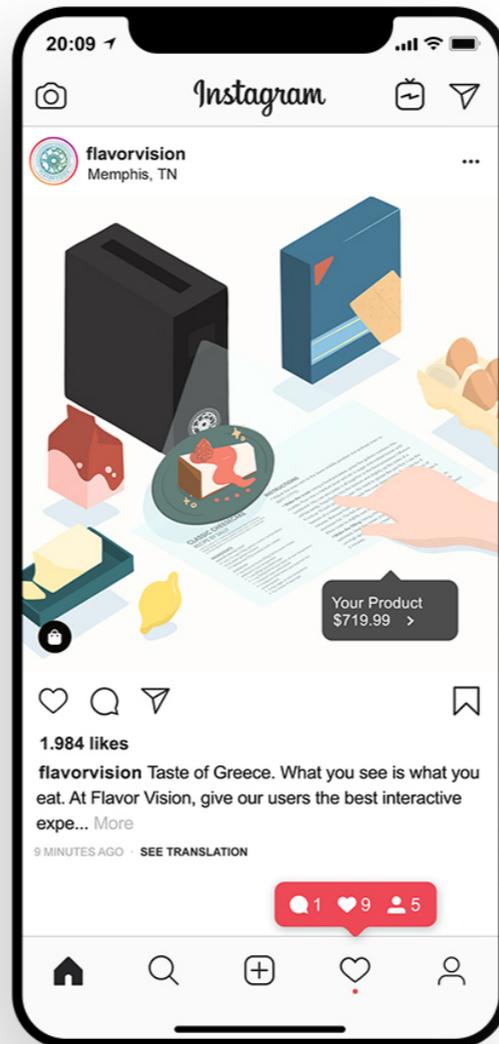
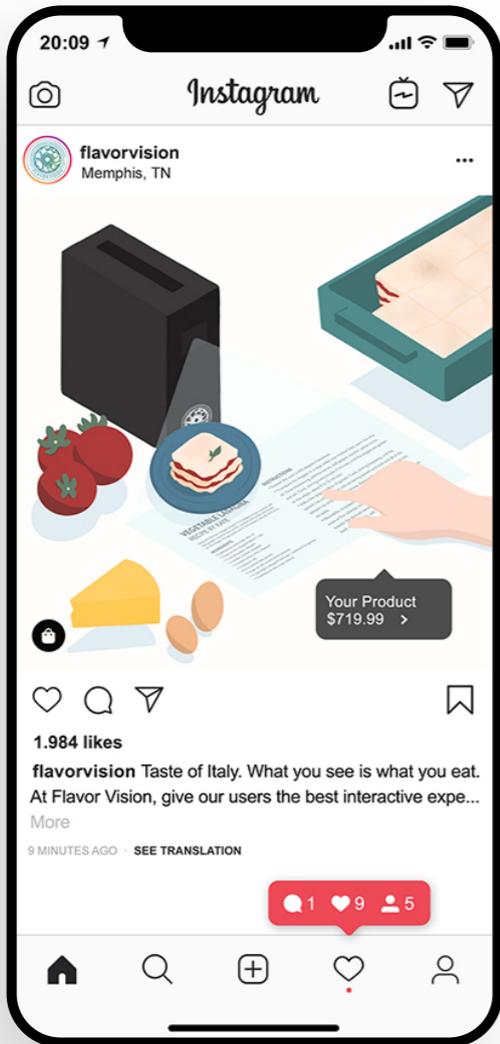
What you see is what you eat.
 Link to recipe: www.flavorvision.com/classic-cheesecake-by-sally

TASTE OF KOREA

What you see is what you eat.
 Link to recipe: www.flavorvision.com/bibimbap-recipe-by-sue

What You See is What You Eat.

Social Media



Projector Interface



<https://vimeo.com/480036564>

Packaging



Flavor Vision

The perfect assistant that converts any cooking area into a touch screen filled with recipes.



Useful & Innovative
This lightweight, compact body houses top-tech, rugged & minimalist design touch includes a 1080p HD camera, 1080p HD projector, and multiple playback memory format options for rich sound.

Powerful & Versatile
Korean built automation system on which it runs, from recipes, to music, to video, to social media, and it can be used in any room where you're in the room.

Advanced Tech
Ready to project through photo album or play a game. Have game on your coffee table. Project content on your wall. It's all in your hands. Connect to your TV. It's all in your hands. It's all in your hands.



Flavor Vision

Flavor Vision wants to bring an innovative experience to our customers' kitchens by using the latest interactive technology. When interacting with digital surfaces we usually use fingers and touch, but there are other methods where we can also use detection of objects or codes on top of the surface.

Specifications

Memory: LPDDR3 3GB
Storage: eMMC 32GB, micro SD slot
Operating System: Android N
Weight: 932 g
Dimensions: 69 x 134 x 143mm
Battery: Approximately one hour usage in continuous video playback
Sensors: Mic Accelerometer* 2 e-Compass GPS Gyro
Connectivity: Wi-Fi a/b/g/n/ac (SISO) & Miracast sink Bluetooth 4.2 NFC
Connectors: USB Type-C HDMI Type-D
Display: Projector System
Projector System: SXRD three primary colors LCD shutter Projection System
Resolution: 1366*768



What you see is what you eat.





Postcard



PUMPKIN CUPCAKES WITH CREAM CHEESE FROSTING

RECIPE BY JACYLN AT COOKING CLASSY

INGREDIENTS

- | | |
|-------------------------------------------------|------------------------------------------------------|
| 1 1/2 cups (212g) all purpose flour | 1/2 cup (105g) granulated sugar |
| 1/2 tsp baking powder | 2 large eggs |
| 1/2 tsp baking soda | 1 tsp vanilla extract |
| 1/2 tsp salt | 1 cup (236g) canned pumpkin puree |
| 1 1/2 tsp ground cinnamon | 1/4 cup (60ml) fresh strained orange juice |
| 1/4 tsp ground nutmeg | |
| 1/4 tsp ground ginger | FROSTING |
| 1/8 tsp ground cloves | 8 oz cream cheese , at room temperature |
| 1/4 cup (56g) unsalted butter, softened | 1/2 cup (112g) unsalted butter , at room temperature |
| 1/4 cup (60ml) vegetable or canola oil, divided | 3 cups (380g) powdered sugar |
| 1/2 cup (110g) light brown sugar | 1/2 tsp vanilla extract |

INSTRUCTIONS

1. Preheat oven to 350 degrees. In a mixing bowl whisk together flour, baking powder, baking soda, salt cinnamon, nutmeg, ginger and cloves for 20 seconds, set aside.
2. In the bowl of an electric stand mixer fitted with the paddle attachment, mix together brown sugar and granulated sugar until no lumps remain. Add in butter and half of the oil and whip until pale and fluffy. Mix in remaining oil then blend in eggs one at a time. Mix in vanilla.
3. Add in 1/2 of the flour mixture then blend just until nearly combined then add in pumpkin and orange juice and mix until nearly combined. Add in last 1/2 of the flour mixture and mix until nearly combined, then remove bowl from stand mixer and fold with a rubber spatula just until combined.
4. Divide batter among 14 paper lined muffins cups, filling each about 3/4 full. Bake in preheated oven 18 - 22 minutes until toothpick inserted into cupcake comes out clean. Cool in muffin tin several minutes then transfer to a wire rack and cool about 10 minutes. Then transfer to an airtight container to finish cooling (this just helps seal in moisture and keep them really moist).

FOR THE CREAM CHEESE FROSTING

1. In the bowl of an electric stand mixer fitted with the paddle attachment, whip together cream cheese and butter until smooth and fluffy.
2. Mix in vanilla and powdered sugar and whip until light and fluffy (at this point I recommend freezing or chilling frosting in refrigerator for a bit, returning to mixer and stirring occasionally, for a more stable consistency).
3. Pipe or spread frosting over cupcakes then store in refrigerator in an airtight container. Bring nearly to room temp before serving.



FLAVOR VISION
325 Madison Ave
Memphis, TN 38152



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www.flavorvision.com

Current Resident
7829 West Spring Street
Germantown, TN 38108



FLAVOR VISION
325 Madison Ave
Memphis, TN 38152



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Make Each Meal Colorful
With Every Ingredient

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✦ We'll reply as soon as we can



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Thank you for watching!