

Video Wall Solutions

HIPERWALL

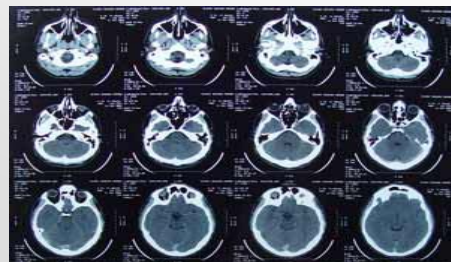
see the big picture



Video wall technology has been around for decades, but the cost and complexity of traditional solutions limited its appeal to Fortune 500 accounts and large federal agencies. Hiperwall's pioneering video wall system changes that by eliminating specialized servers, matrix switches, tangled cables, and time-consuming training in favor of a solution that's easy to install, easy to use and easy to afford.

Command & Control

- Fleet Management
- Network Operations Centers
- Public Safety
- Trading Floors
- Power Grids
- Security Monitoring
- Manufacturing Operations



Digital Signage

- Retail
- Trade Shows
- Public Venues
- Hospitality
- Entertainment
- Rentals



Medical & Scientific Imaging

- Radiology
- Astronomy
- Microscopy
- Nanotechnology
- Inspection Systems
- Research



Aerial Photography

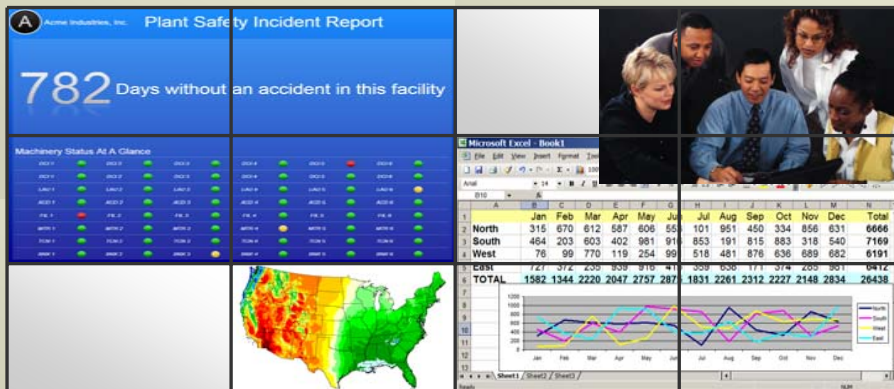
- Urban Planning
- Disaster Recovery
- Military Operations
- Fire Management
- Law Enforcement
- Energy Exploration

Hiperwall Technology Overview

HIPERWALL

see the big picture

The Hiperwall System



The Video Wall displays all content as directed by the Controller, including Screen Senders, Streamers and content stored on the wall in advance.



Screen Senders are ordinary PCs that "send" constantly updated copies of their screen images to the wall.

The Controller manages how all content is displayed on the wall. It enables the operator to control the size and location of each object as easily as moving and resizing windows on a PC desktop.



Streamers feed live video to the wall from cameras, DVD players and other video sources.

Supported Content

- **Still images** – standard formats: jpeg, png, bmp and tiff up to 1 GB or larger
- **Videos** - Hiperwall can play digital QuickTime movie files
- **Streaming content** - Hiperwall can play live content from digital cameras and other devices streamed across the network in standard or high definition
- **Senders** - Hiperwall can display real-time replicas of the screen display of any network attached PC, allowing that PC to "send" its screen to the wall
- **Slide Shows** – Designate a portion of the wall to rotate through any pre-selected combination of images, videos, streams or senders

Content Control

- **Location** - Move any piece of content to any location on the video wall, as easily as dragging a window around the desktop of a PC
- **Size** - Resize content to any size: part of a single monitor or the whole wall
- **Rotation** - Rotate any piece of content to any orientation
- **Transparency** - Adjust the transparency of any piece of content from fully opaque to fully transparent, great for doing visual overlays
- **Shading** - Adjust the color shading of any content

Architectural Advantages

- **High Performance Distributed Architecture** – Each display node renders its own portion of the wall, eliminating the bottlenecks of centralized servers
- **Scalable Deployments** – Start small and add more nodes as you need them. There is no technical limit to the scalability of the Hiperwall system
- **Hardware Agnostic** - Hiperwall runs on standard PCs connected by standard ethernet, eliminating the cost and complexity of specialized switches and servers and providing the ability to select hardware to meet any price performance requirement

Hardware Requirements

- **Monitor** – Any technology, any size. Pick the display that fits the application
- **PCs** – Dual core processor with 1GB RAM (2GB for Vista) and gigabit ethernet. 256MB dedicated graphics memory is recommended
- **Network** – A gigabit switch with IGMP snooping is recommended