

Interactivity

Prysm provides on-screen touch and gesture sensor hardware and enclosures to enable interactive displays based on Prysm's TD1 Tiles. These sensors are used in conjunction with end-user computer hardware, applications and content to create a complete interactive display system.

For more information, email our sales team at sales@prysm.com or call 1.877.99.PRYSM.



Touch and Gesture installed on Prysm's Digital Kiosk

Applications

Almost any Prysm display configuration can be made interactive by the addition of on-screen touch input, gesture input, or both. Interactive displays are used in command & control centers, corporate spaces, broadcast sets, education centers, museums, indoor sports arenas, shopping centers, educational institutions, hospitals, hotels, transportation centers, theaters, casinos, entertainment venues, and retail stores. Typical applications include process management, shopping, wayfinding, collaboration, gaming, and brand engagement.

Features

- ▶ On-screen, multi-touch capabilities which integrate seamlessly with Prysm TD1 Tiles and display enclosures
- ▶ Touch solutions accept finger, gloved finger or stylus input for use in almost any environment
- ▶ Scalable interaction area suitable for everything from single column Digital Mannequins to Widescreens, Spectaculars and custom display sizes
- ▶ High transmittance and low reflectance all-glass touch surface keeps user focus on the content, not the technology
- ▶ Interoperability with low-cost, off-the-shelf computer hardware and software applications
- ▶ Best-in-class configured solutions and device-agnostic custom solutions tailored to end-user requirements



Specifications — On-Screen Touch Input

Technology	Infrared, interrupted or reflected
Coverage	Edge-to-edge typical, partial areas possible
Size	Up to 6.35 m diagonal
Aspect Ratio	Up to 12:1
Touch Points	2, 4, 8, or 32
Min Pointing Device Size	4 mm
Accuracy	4 mm (minimum)
Touch Pressure	Zero force
Touch Surface Durability	Unlimited
Touch Update Rate	10 Hz
Touch Latency	12 ms (typical)
Touch Surface	Anti-reflective, 99% transmittance, ultra-low parallax optical glass
Operating Environment	Indoor
Operating Temperature	0° to 55° C
Interface	USB 2.0 Standard-A
Platform Requirements	Microsoft Windows XP, Microsoft Windows 7, Apple Mac OS X 10.x

Specifications — Gesture Input

Technology	Infrared projector or time-of-flight
Coverage	40 degrees vertical down from sensor window, 60 degrees horizontally symmetric from sensor window centerline (typical)
Max Range	4.5 m gesture, 7.5 m presence detection (typical)
Depth Resolution	50 mm (typical)
Spatial Resolution	10 mm max, 150 mm min at maximum range
Update Rate	10 Hz min, 30 Hz max
Operating Environment	Indoor
Operating Temperature	0° to 55° C
Interface	USB 2.0 Standard-A
Platform Requirements	Microsoft Windows 7

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