VEOS





Enjoy greater flexibility and effortless collaboration with wireless shared access.

Collaboration. It's all about combining technology to open up new possibilities.

Experience VEOS, the convergence of Cloud AV and IT excellence to bring a stunning new communication medium to the world. A state-of-the-art presentation tool; changing the way people connect, present and collaborate.

Fast growing industries and their need for more intuitive and engaging communication tools are becoming a global trend, with new shifts in operational methods demanding a richer, interactive and more collaborative experience.

The VEOS and its full suite of collaborative features is the answer to the lack of simplicity between multiple traditional devices previously required to facilitate efficient and meaningful communication, providing a future-proof solution that grows with the dynamism of the market.

Combining the best in hardware technology and the power of Cloud AV to bring users a highly reliable and productive collaboration tool, the VEOS is a one-stop intuitive bridge between multiple parties, devices and shared displays, allowing users to wirelessly interact, share, and present their thoughts.

Users can take this platform compatibility further and creatively collaborate across a myriad of personal devices (iPhone, iPad) and between operating systems (Windows, Mac OS), creating unique environments for high quality presentations and boardroom discussions.

Through an extensive combination of both core and value-added functions combined, the VEOS gives users a truly collaborative experience.

Unique to the Veos is the Presentation Management System (PMS), a special feature allowing secure administrative control of user access, action and participant customization.

The foundation of the highly performing VEOS consists of core features such as the seamless transfer of high quality content between users and displays, HD/YouTube live video streaming, auto aspectratio scaling, instant switching between users, quad display support, instant messaging, e-whiteboard, audience polling, e-exams, and file sharing with highly encrypted security.

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VEOS FOR THE FUTURE

The VEOS today advocates a highly functional and usable interface. With a constantly increasing suite of collaborative apps catering to the needs of different industries, it is quickly establishing itself as a powerful and indispensable tool for outstanding collaborative excellence.



EDUCATION

Leverage on the VEOS to transform traditional classrooms from a teacher to student centric model to create a highly conducive, exciting and creative environment for learning.

Students can effortlessly display their presentations; teachers can maintain classroom discipline with the Classroom Management System (CMS), and encourage creative discussions by utilizing the electronic whiteboard and collaborative QnA features.

Turn your presentations and traditional meetings into creative boardroom experiences and enjoy greater productivity and efficiency in your corporate enterprise.

Local speakers and foreign delegates can enjoy zero setup time connecting to the presentation system; overall quality of presentations can be improved with the available suite of collaborative features, and audience opinions engaged and discussed through intuitive electronic polls and surveys.

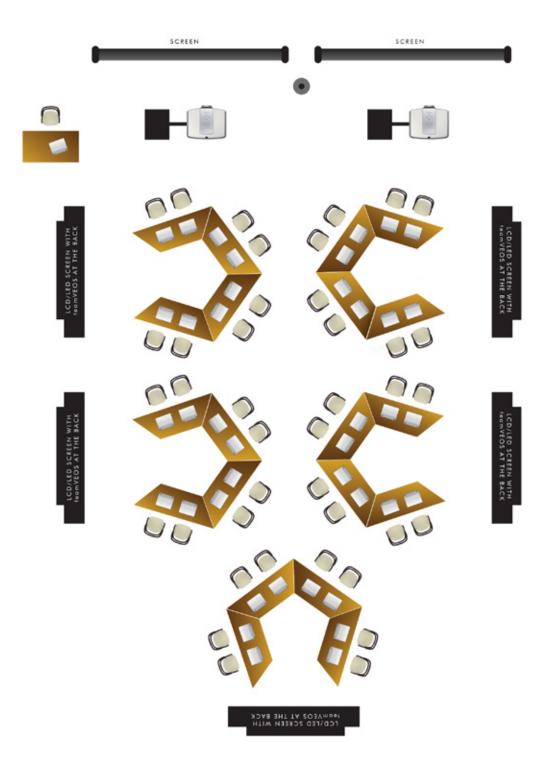




Classroom Technology systems today are optimized for teacher's presentation. In most cases it's a one way communication. Students often have little or no opportunity to interact with digital content that is used to anchor in-class discussions.

WOW Vision's "teamVEOS" addresses the limitations of traditional classroom systems to create a collaborative classroom experience. The teamVEOS software infrastructure supports a wide array of learning space design possibilities. It weaves together the different components of a technology-enabled classroom — displays, e-whiteboards, audience response systems, room recording and mobile computers, etc. — to deliver a simple, unified user experience for both teachers and students.

DIAGRAM OF COLLABORATION ROOM WITH teamVEOS



With "teamVEOS" you can create an active learning environment with a main display and multiple group displays, where students can share their work and collaborate on the classroom's screen, helping them learn more effectively by participating. With "teamVEOS" an instructor can allow students to display their laptop screen on a common group display (LCD/Projector/Plasma or any digital display) or classroom main display.

The teamVEOS makes it easy to share files with anyone in the class. It encourages discussions in the classroom. Students can send any digital material on the group display which stimulates ad hoc discussions related to the current topic. Instructors/teachers or students can use their laptop mouse and keyboard to control group displays. Multiple users can be on the group display at the same time. All can equally participate.

KEY FEATURES



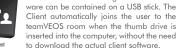
Interactive Work Surfaces: Instead of passive display screens, the teamVEOS enables individual group displays to be shared and controlled between teacher and students. Each independently powered display can be shown on the main screen, improving interactivity and increasing collaboration within a classroom



Cross Platform and Application Compatibility: The teamVEOS platform makes virtually any standard software application compatible with any connected device or system and supports both Windows and Macintosh

Virtual Client: Pre-configured Client soft-







Inter-group Connectivity and Control: a Individual group displays powered by "teamVEOS" can utilize the "Connect Me" client to act as collaborative workspaces that the whole class can use at the same time, extending the VEOS's collaborative environment to each individual groups. Furthermore, administrators can control the different group displays in the collaborative environment, pushing their content onto the main screen and restricting user access



Work Together From Wherever You Are: With teamVEOS, anyone can "jump" from his device to the shared system, easily taking control and contributing ideas. More than one person can be connected to the same display simultaneously, allowing the same kind of collaborative interaction given by traditional physical whiteboards



Ease of Use: Each teamVEOS comes with a built-in web-server to deliver our Client software to users and administrators. Installation instructions are provided as desktop wallpaper on shared displays. No client configuration is necessary; simply install and connect your device wirelessly to a



teamVEOS system.



Simple and Scalable Solution: Rooms can be configured from multiple presets from being equipped with a main display (front)

to a single collaborative group display, or

several collaborative displays at once. The

simple interface allows this configuration to be easily modified at any one time



Quick Client Software Distribution and Installation: The teamVEOS distributes client software easily and quickly through a web interface. The software can be installed and

configured in less than 5 minutes.

public viewing.

Wireless Presentation: Users can pres-

ent their work directly from their personal devices anywhere, anytime. They simply need to click "display me" and have their

content pushed onto the main display for





teamVEOS is compatible with all VEOS products:







CLIENT SYSTEM REQUIREMENTS

The Client application "Connect Me" is available for both Microsoft WindowsTM and AppleTMOS X devices (laptops/PCs)

Windows

- CPU: 1.0 Ghz dual-core processor
- Operating System: Windows XP/2003 Server/Vista/7 (32/64 bit)
- Memory: 1GB RAM Disk Space: 150 MB

Macintosh OS X

- CPU: 1.0 Ghz dual-core processor
- Operating System: Macintosh OS X 10.4 or later
- Memory: 2 GB RAM • Disk Space: 50 MB Disk Space: 150 MB

Network Performance Requirements

Network latency less than 50ms round-trip between Clients and teamVEOS.Routable network path between Clients and teamVEOS required forpredefined ports (port numbers provided on documentation) Bandwidth usage per user:

- Idle: under 10 Kb/s per user
- Chat/Q&A: 25 Kb/s per user (only when active)
- Audience Response: 25 Kb/s per user (only when active)
- E-Whiteboard: 100 Kb/s to 1 Mb/s per user
- Controlling a screen: 50-500 Kb/s per user
- Screen sharing: 200 Kb/s to 1 Mb/s per user
- File transfer: Maximum available bandwidth until transfer complete
- Classroom Management System: 200 Kb/s to 2 Mb/s per user
- Video Streaming: depends on source video bit-rate (256 Kb/s to 40 Mb/s). Only one presenter at a time.

Note: specification may change without further notice

Authorised Distributor / Reseller

