

**media:scape** HD videoconferencing

# COLLABORATION. TECHNOLOGY CAN'T DO IT ALONE.

The world is an increasingly complex and competitive place where productivity and innovation are vital. Succeeding in this world requires that people—everywhere—must work more collaboratively. While that's essential, it's not always easy.







### **OBSERVATION:**

collaboration requires that users can easily access, share and generate content, but most collaborative spaces today support leader-led presentations where information is controlled and shared by one person at a time.

### INSIGHT:

distributed collaboration must be an inclusive process, which can only occur when everyone can contribute information and share their ideas.

### OBSERVATION:

traditional conferencing environments are not optimized for distributed collaboration, creating obstructed sightlines and disrupting teams in flow.

### INSIGHT:

interactions flow more effectively when team members can visually access each other and the information being shared—increasing people's comfort, focus and productivity.

requires a space that sup range of user behaviors.

### **OBSERVATION:**

most videoconferencing environments allow for a restricted range of postures and limit movement.

# INSIGHT:

collaboration is not a formal process and requires a space that supports a broad range of user behaviors.

# GREAT COLLABORATION REQUIRES MORE THAN JUST BEING ABLE TO SEE AND BE SEEN.

# INTERACTION IS PIVOTAL.

It's how people connect, challenge and inspire each other to achieve their full potential.

# SPACE IS CENTRAL.

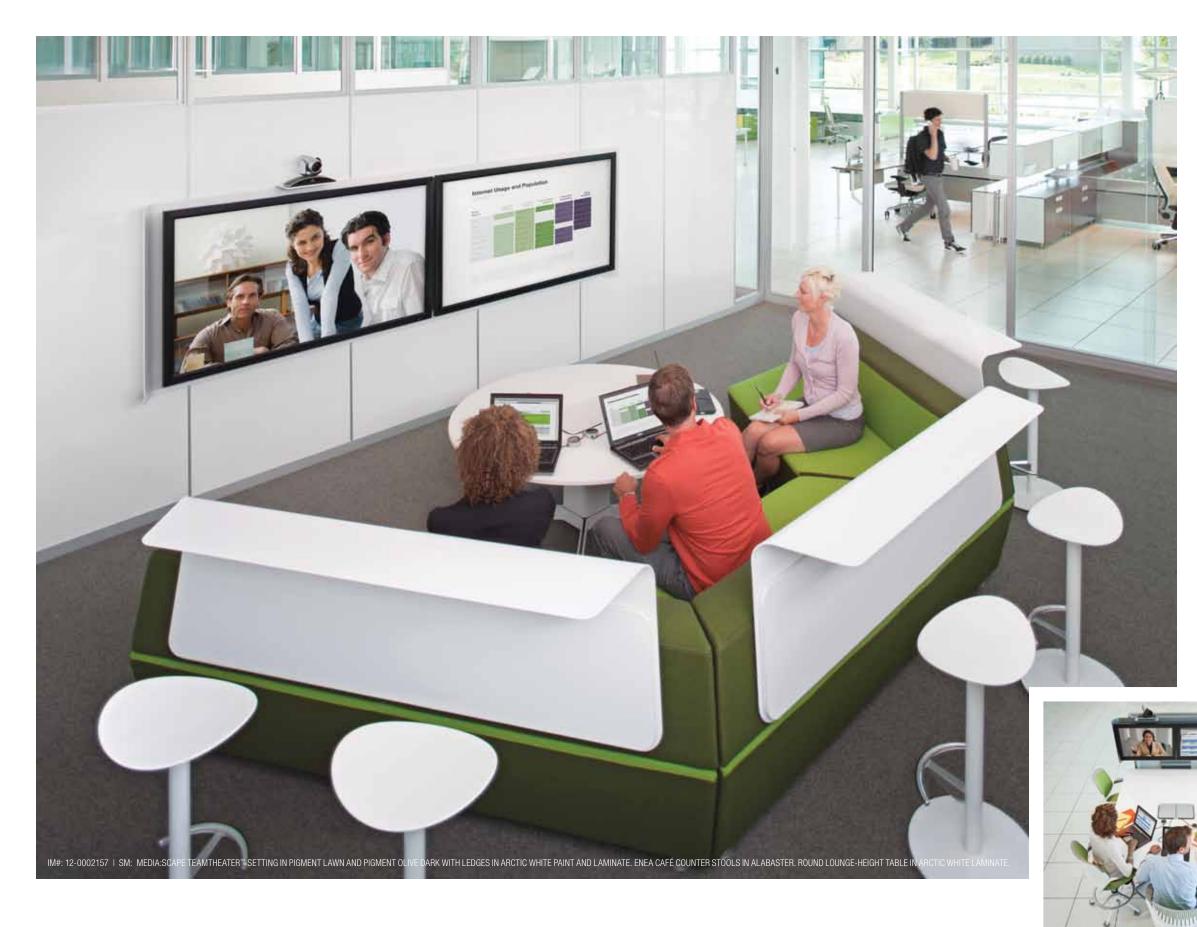
Collaboration happens anywhere—in physical spaces, digital domains and often both. Wherever it occurs, space plays a central role in hosting and boosting how people collaborate.

# INFORMATION IS CURRENCY.

Teams use information when searching for answers, solving problems and striving to innovate together.

Teams with the best connection to people, spaces and information—the essentials of collaboration—will become the ones best positioned to solve everyday problems, innovate and grow.





# COLLABORATION. AUGMENTED.

media:scape® augments how teams collaborate by making information integral and meetings more inclusive—amplifying everyone's ideas.

media:scape with HD videoconferencing boosts the collaborative experience even further by creating dynamic, multipurpose spaces that help local and distributed teams stay connected.

Now teams can connect face-to-face, within a space that's optimized for interaction.

# CONNECT TEAMS.

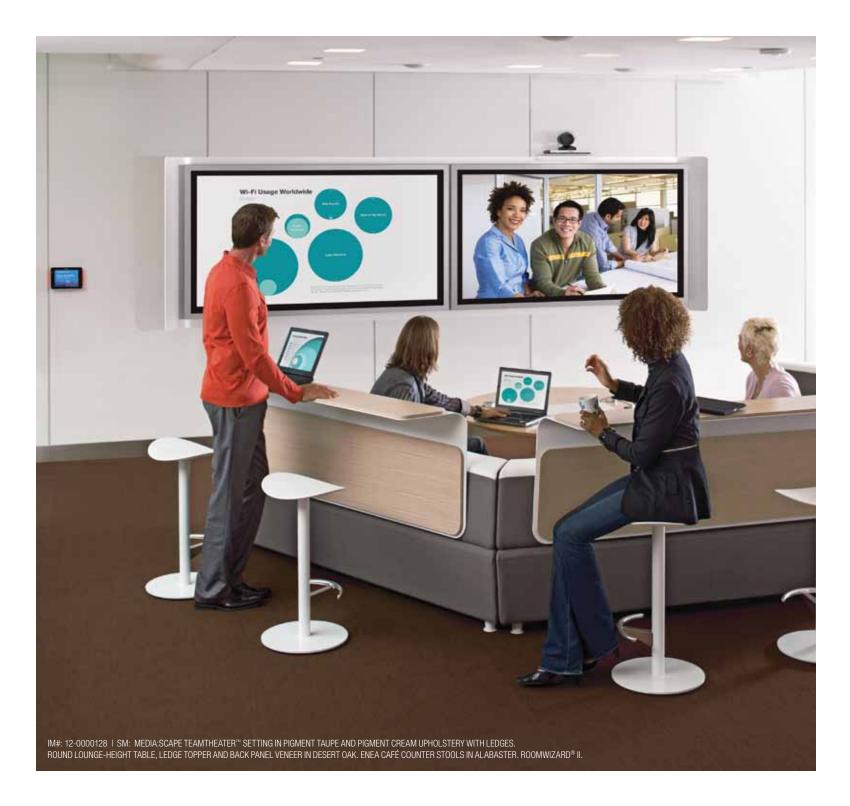
media:scape with HD videoconferencing enriches social connections between people by enabling local and distributed teams to connect more informally.

# OPTIMIZE SPACE.

media:scape with HD videoconferencing creates inviting, multipurpose spaces. This optimizes real estate by allowing local teams to use the space effectively, even when the video is turned off.

# **ELEVATE CONTENT.**

media:scape helps teams co-create content together—not just present and share it. This results in a seamless exchange of ideas between team members—across the table and across the globe.



# COLLABORATION. CONNECTED.

Collaboration is dynamic, highly social and often informal. Accommodating these attributes is not always easy when teams are globally distributed and human connections often give way to technical ones.

media:scape with HD videoconferencing enriches human connections by helping local and distributed teams connect more naturally—to each other and to their information. Informal settings enable more movement and alternative postures, while integrated technology allows participants to access and share digital information equally, quickly and seamlessly.



**media:scape® mobile** is a new addition to the media:scape family, transporting the media:scape experience anywhere in an organization. Bringing media:scape to a diverse range of settings, wherever collaboration may occur.

# COLLABORATION. OPTIMIZED.

All too often videoconferencing spaces are designed for a singular purpose and are underutilized when the video is turned off. media:scape with HD videoconferencing creates inviting, multipurpose spaces that continue to support local teams.

Now, teams can connect face-to-face, on audio and on video within a space that's optimized for interaction.



**8:00 A.M.** Distributed teams come together to talk through the project timeline.



**10:30 A.M.** Local teams use media:scape to share their digital information with each other.



**3:00 P.M.** Even when the technology is turned off, this inviting space is still used by local teams, optimizing real estate through multipurpose use.

11



# COLLABORATION. EXTENDED.

The **ScapeSeries table** is the ideal solution for applications utilizing media:scape with HD videoconferencing. The table allows for additional participants, further augmenting collaboration.

From standing height to desk height, users are invited to collaborate formally and informally. Power at the worksurface allows users to charge all their mobile devices. The table combines cornerless curves with straight sides, allowing for seamless integration into any application.







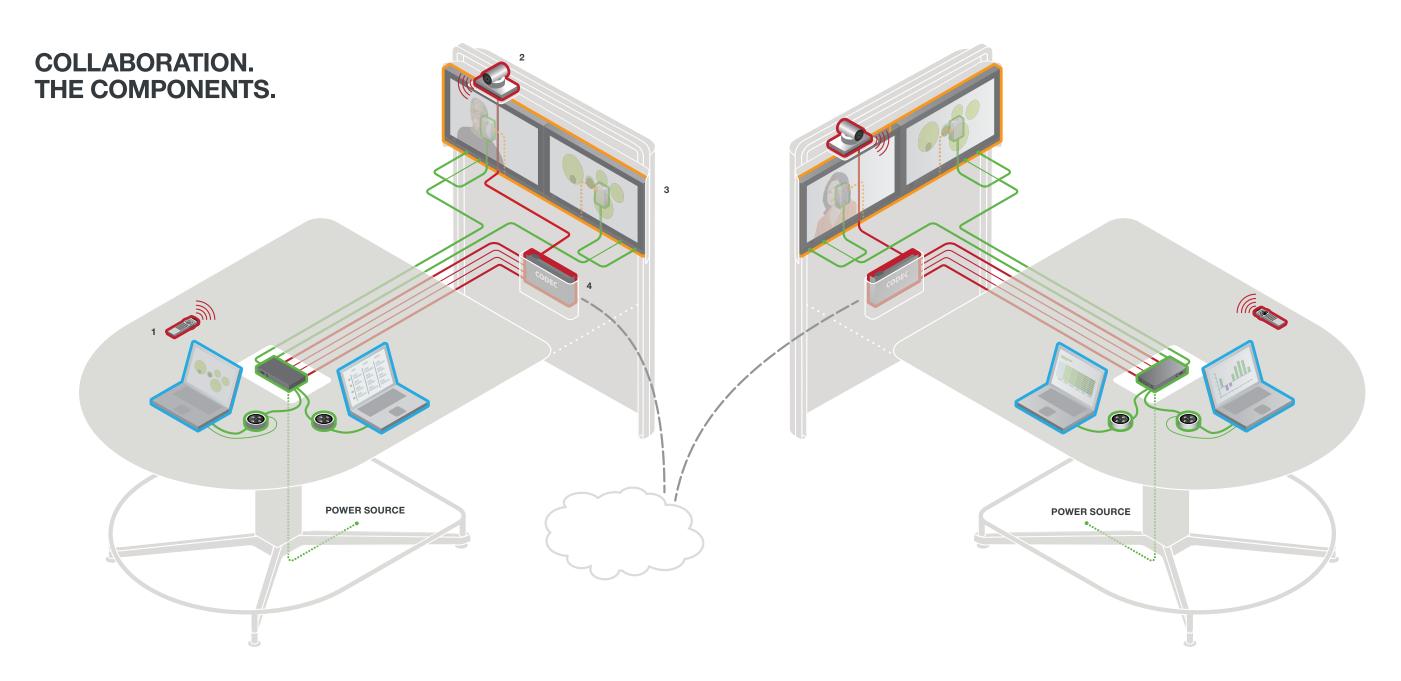




- 2 CONNECT THE PUCK TO YOUR LAPTOP (THE PUCK WILL GLOW).
- $\,$  3 SHARE WHAT'S ON YOUR LAPTOP BY PRESSING THE PUCK (THE PUCK WILL TURN GREEN).

When the PUCK (Personal User Control Key) is pressed, laptop content is immediately shared on a monitor or projector, allowing users to share their information with others.

The PUCK is a proprietary user interface that is part of every media:scape setting and provides the essential touchstone for collaboration to happen.



# 1. VIDEOCONFERENCING SYSTEM REMOTE

controls the videoconference and video camera.

# 2. VIDEO CAMERA

captures meetings for videoconferences.

# 3. MONITORS

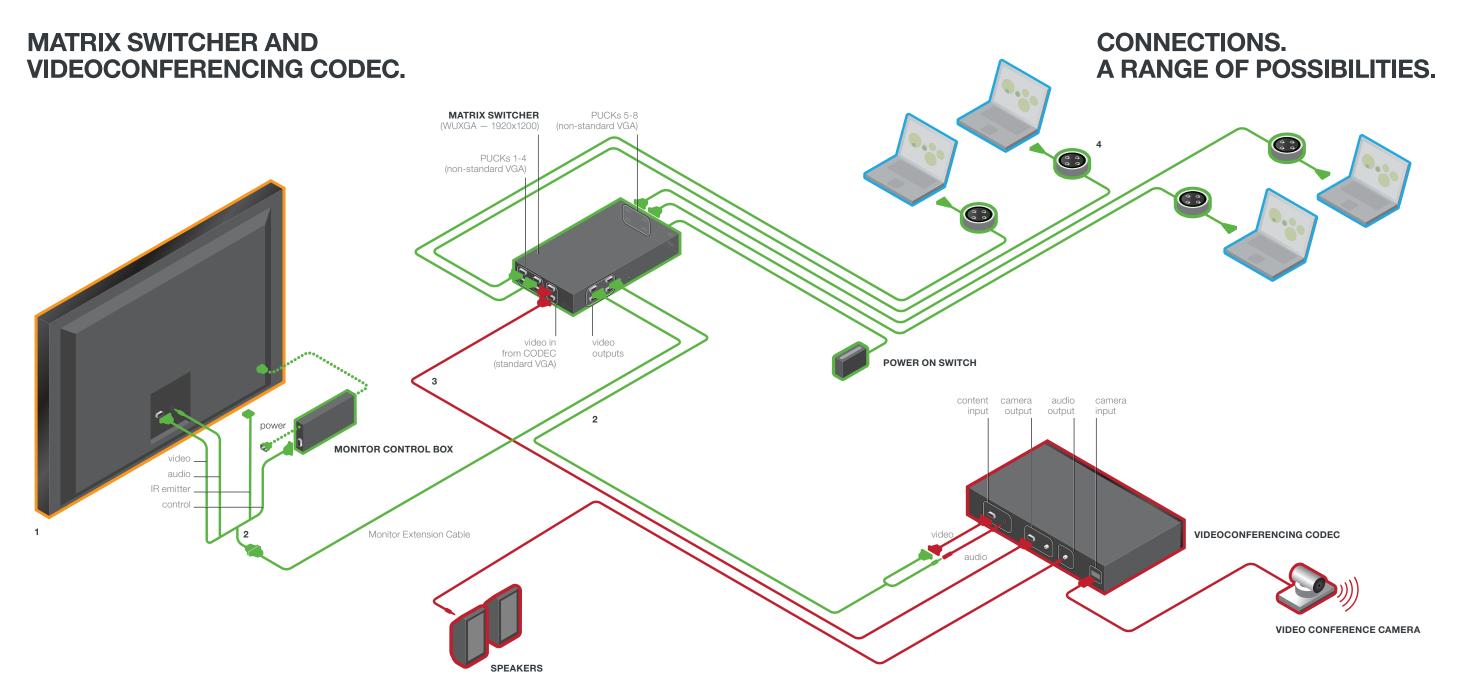
display information shared between remote collaborators through a videoconferencing system.

# 4. CODEC

compresses and decompresses videoconferencing signals sent over the network between sites.

# COLOR LEGEND

- Provided with media:scape
- HD videoconferencing equipment and connections provided by third party
- Monitor
- Laptop



### 1. MONITOR

connect for videoconferencing, using a monitor extension cable, a breakout cable and a monitor control box.

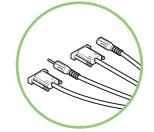
**TIP:** Up to three monitors can be connected in a media:scape HD videoconferencing configuration.

# 2. BREAKOUT CABLE

connects to the matrix switcher (output #4). Audio and video cables connect to the breakout cable and the CODEC. Actual CODEC inputs may look different than from illustration.

**TIP:** Specify a monitor breakout cable (MTBC) for content sharing through CODEC. Control and IR cables are not used with the CODEC.

An MTBC splits a single cable into separate audio and video cables for monitors, control data for monitor control boxes, and an optional IR emitter.



# 3. CABLES SUPPLIED WITH CODEC

should be used to connect the CODEC to the matrix switcher. One cable transmits the audio and video from the microphone and camera output at the far site. The other transmits information that is shared from the content output at the far site.

**TIP:** CODEC may have HDMI/DVI or other outputs that will need to be converted to VGA+ audio.

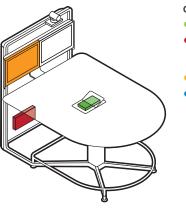
# 4. UP TO 8 PUCKS

can be connected to media:scape, depending on the configuration. PUCKs can then be connected to laptops or similar devices.

TIP: PUCK HD15 connector is configured for audio and video. Refer to media:scape switcher manual (SP106-101).

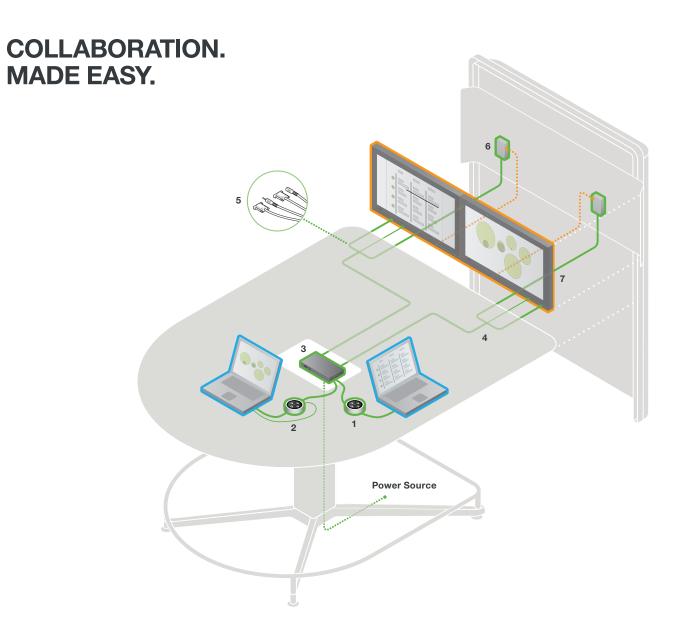
# MEDIA:SCAPE FURNITURE CONCEALS AND MANAGES CABLES.

A large D-shaped stool-height table with attached totem is shown here. The colored items at right correspond to components above. CODEC location varies in wall-mounted configurations.



# COLOR LEGEND

- Provided with media:scape
- HD videoconferencing equipment and connections provided by third party
- Monitor
- Laptop



media:scape is an easy-to-deploy, globally available system that provides a consistent standard for the user, the installer and the IT support team.

# 1. PUCK™

(Personal User Control Key) is a universal user interface that requires no drivers, software or training. PUCKs will automatically turn on display devices when laptops are connected and will turn displays off when laptops are disconnected-reducing expenses and increasing the life of the displays.

# 2. TABLES

are designed for easy cable management, are pre-integrated and ship complete with PUCKs, switcher and cables. A secure switcher mounting location is included.

#### 3. MATRIX SWITCHER

offers USB and RS232 connectivity for configuration.

# 4. MONITOR EXTENSION CABLE

connects the matrix switcher and breakout cable.

# 5. BREAKOUT CABLES

split a single monitor cable into separate audio and video cables for monitors and an IR cable for monitor control boxes.

#### 6. MONITOR CONTROL BOX

concealed behind the monitor, allows monitors to be automatically turned on and off from the matrix switcher.

# 7. MONITORS

attach to a media:scape totem. Universal flat mounts for the monitors are provided when specified with a media:scape totem or media:scape wall shrouds.

# ADDITIONAL FEATURES:

Pre-designed/pre-integrated solution that easily links with HD videoconferencing system.

Open platform for additional connectivity and integration.

No need to change HDVC standards or contracts with providers—solution is technology neutral.

Supports VGA – WUXGA video

Electrical outlets are provided for each user, as well as outlets under the table for speakerphones, videoconferencing systems and other peripherals.

24-hour, 5-day per week global technical support line.

### COLOR LEGEND

- Provided with media:scape
- Provided by third party

•	Provided	by	user	

VIDEO ROUTING	MEDIA:SCAPE & FRAMEONE W/ MEDIA:SCAPE	MEDIA:SCAPE MOBILE	MEDIA:SCAPE MINI	
Resolution	Supports up to WUXGA	Supports up to WUXGA	Supports up to WUXGA	
nesolution	1920x1200	1920x1200	1920x1200	
Number of PUCK inputs Any combination of HDMI, DisplayPort, Mini DisplayPort or VGA)	4–8	4	4	
Number of outputs	4	2*	1	
Number of AUX inputs	2	1	-	
/IDEO INPUT				
Connector PUCK	HD15 male	HD15 male	HD15 male	
Connector switcher PUCK in	HD15 female proprietary	HD15 female proprietary	HD15 female proprietary	
Connector switcher AUX in	HD15	HD15	-	
VIDEO OUTPUT				
Connector switcher out	HD15 female proprietary	HD15 female proprietary	HD15 female proprietary	
Connector switcher breakout	Provides HD15 for video display	Provides HD15 for video display	Provides HD15 for video display	
AUDIO ROUTING				
Number of PUCK inputs	4-8	4	4	
Number of outputs	4	2	1	
Number of AUX inputs	2	1	-	
AUDIO INPUT				
Connector PUCK	1/8" female	1/8" female	1/8" female	
Connector switcher PUCK in	HD15 female proprietary	HD15 female proprietary	HD15 female proprietary	
AUDIO OUTPUT				
Connector switcher out	HD15 female proprietary	HD15 female proprietary	HD15 female proprietary	
Connector switcher breakout	Provides 1/8" male audio for display	Provides 1/8" male audio for display	Provides 1/8" male audio for display	
OTHER FEATURES				
Electrical outlets	6–12	4	4	
Power management	Auto on/off displays	Auto on/off monitor	Auto on/off monitor	
External power supply	100-250V~ 47-63Hz 0.8A	_	_	
Mounting	Mounting provided with furniture	Integrated monitor mounting hardware	Integrated monitor mounting hardware	
Connection configuration	USB b female, RS-232	USB b female, RS-232	_	
Regulatory compliance	UL, RoHS		_	
Electronics/cables warranty	3 years	3 years	3 years	
CONNECTORS				
Displayport	yes	yes	yes	
Mini displayport	yes	yes	yes	
HDMI	yes	yes	yes	
VGA	yes	yes	yes	

 $^*$ Mobile stand is designed to accommodate a single display only.

### STATEMENT OF LINE

### LOUNGE-HEIGHT TABLES







### DESK-HEIGHT TABLES





Rectangular





with or without Attached Totem



Capsule with or without Attached Totem



 $\Diamond$ 

Attached Totems

# STOOL-HEIGHT TABLES



or without Attached Totem



Rectangular with or without Attached Totem



D-Shaped with or without Attached Totem



Attached Totem





Offset with Attached Totems

SHROUDS







Dual Monitor 32", 42", 46", 55", 65"



Dual Monitor with CODEC Case 42", 46"







Triple Monitor with CODEC Case 42", 46"



Quad Monitor 32", 42"

LOUNGE SEATING



Straight



Straight Inverted





Backless



Corner (Left & Right)





**CAMERA LEDGES** 













**ELECTRONICS** 















MEDIA:SCAPE MOBILE



40" mobile: 39% "W, 56%" -70% "H, 20"D 42" mobile: 42% "W, 59" -73" H, 20" D

# SCAPESERIES TABLES





Reverse (Left & Right)

Power and Data Strip 21/4 "D 101/4 "W 3"H

### SUSTAINABILITY

# PEOPLE. PLANET. PROFIT.

By rethinking our business systems and designing our products to avoid negative impacts on humans and the environment, we contribute to a sustainable future for the planet and its people. We commit to advance our practices through continuous learning and building partnerships with our customers, business partners and environmental thought leaders to optimize our performance and contribute to the science and practice of sustainability.

23

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