



# Interactive Collection.

PRODUCT CATALOG 2020

**OUTFORM™**

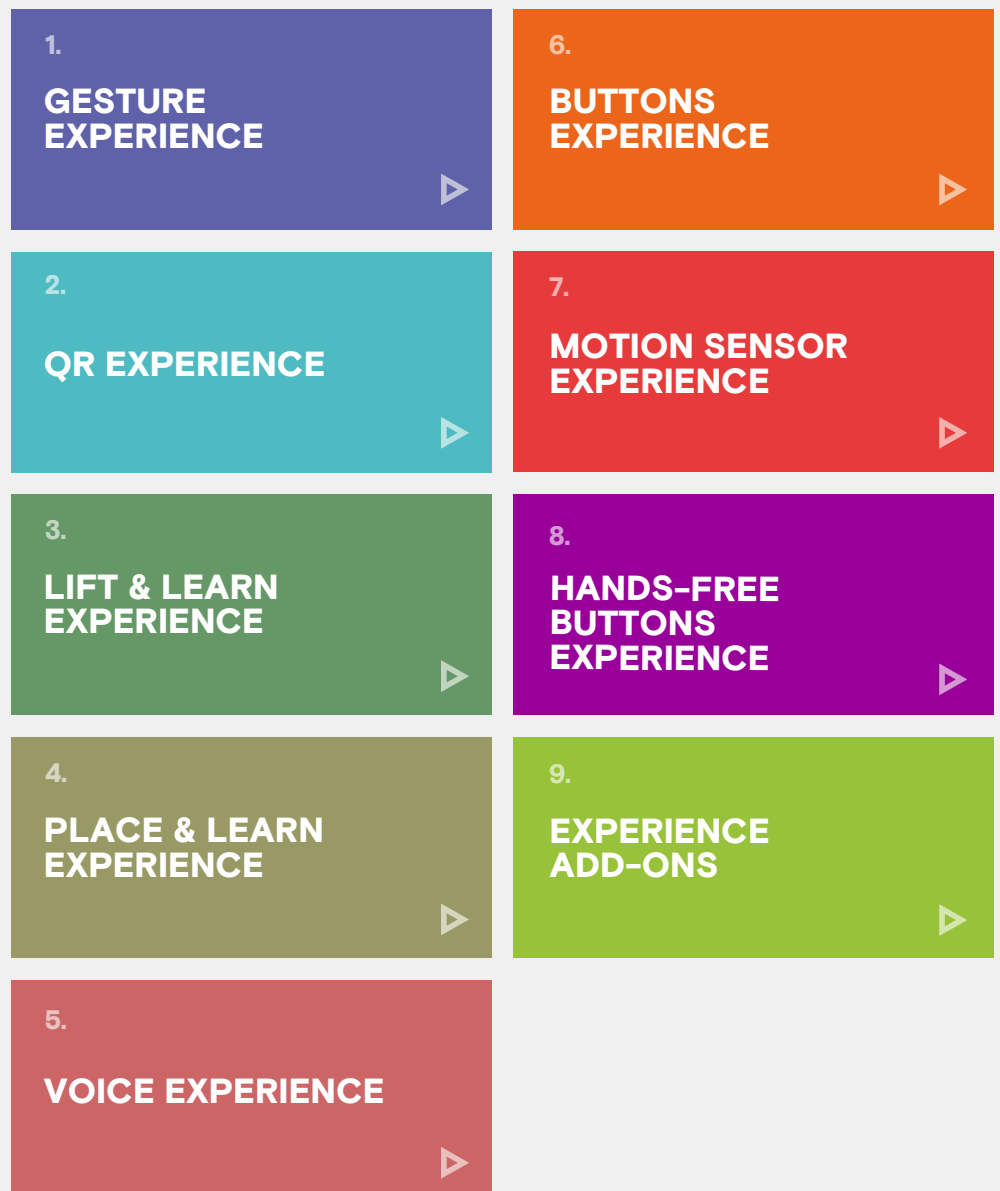
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# THE INTERACTIVE COLLECTION

The Interactive Collection gives integrators, display builders, retailers, and brands the creative tools and building blocks needed to bring leading retail innovation to life. Catering to the specific needs of the modern day shopper, retailers can develop bespoke solutions with systems as simple as plug and play, or drag and drop.

Outform's Interactive Editor is a software that can be thought of like a foundation, and the Standard Modules like building blocks. The main Standard Module, or the Control Center acts like a brain, connecting the different Standard Modules needed to create the experience. By dragging and dropping the desired retail display functions into the Interactive Editor, a custom interaction is created which can be downloaded to a USB and connected to the Control Center.

No matter the pairing between Standard Modules, the Interactive Collection will deliver seamless, and customized experiences. The unique configurations that can be created will engage the shopper and open the door for further product discovery. By adapting to the new normal of retail, the Interactive Collection accommodates several opportunities for hands-free product discovery. The Interactive Collection is exciting, encourages play and curiosity, and couples technology with retail experiences that shoppers now demand.

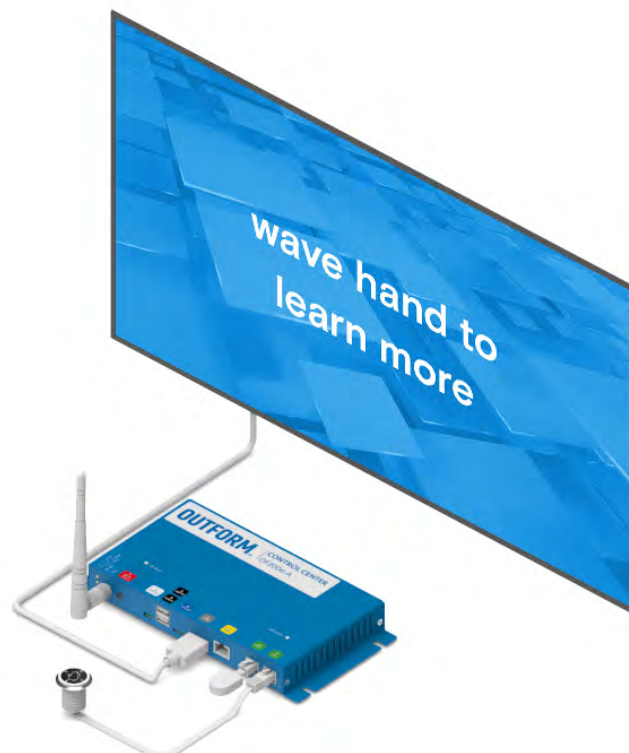


# GESTURE EXPERIENCE



## AN INTERACTIVE HANDS-FREE EXPERIENCE

By simply waving their hand, shoppers can control the entire display experience. By re-thinking how a shopper can interact with products, we have created a touch free option that integrates hand gestures as a new command language. To draw users in, the experience features a responsive illumination tool that gets brighter as users approach the gesture sensor. Users can lower their hand over the sensor to activate, left to right to raise or lower volume, or front to back to change tracks. Catering to the modern day shopper, this experience eliminates concern about touching public surfaces, while still providing an interactive retail experience.





# GESTURE EXPERIENCE

## HANDS- FREE TECHNOLOGY

The Gesture Experience gives shoppers the opportunity to learn about products without the need to touch the display surface.



## SAFE RETAIL

To adapt to an evolving retail landscape, users can avoid touching public surfaces by simply waving their hand to trigger any interaction.



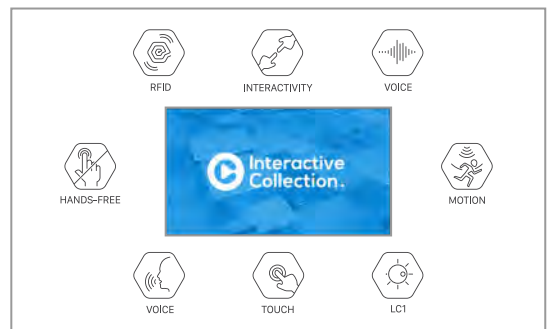
## CUSTOMIZABILITY

Gestures can be customized and modified during the display development.



## MODULAR

The Interactive Collection is comprised of a variety of Outform Standard Modules (OSM) which communicate by way of ODC protocol. ODC protocol enables a dynamic eco-system by which multiple OSMs can interact and trigger relevant experiences.



### INTERACTIVITY

By combining this experience with different sensors and triggers, this experience can support a combination of user interactions such as touch, voice, motion, and many more.



### WOW EFFECT

Surprise shoppers by detecting their movements.



### HANDS-FREE

The Gesture Experience gives shoppers the opportunity to learn about products without touching display surfaces.

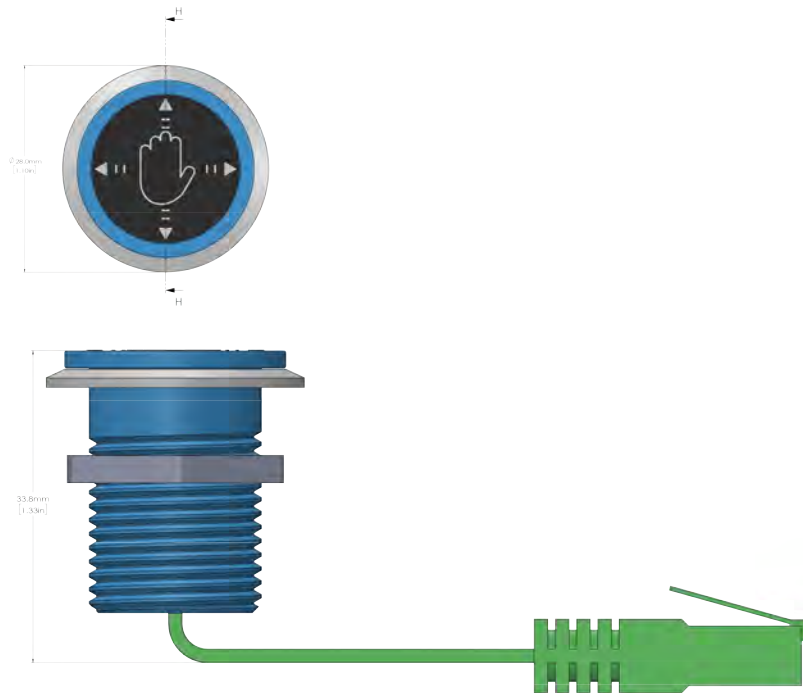


### OIE

Outform Interactive Editor gives you the tools to create your own experiences with ease using Control Center configuration



## PRODUCT SIZE



<b>DETECTION RANGE</b>	5-20CM
<b>NUMBER OF RECOGNIZABLE GESTURES</b>	5
<b>VISUAL FEEDBACK</b>	WHITE LED LIGHT
<b>INTERFACE</b>	RJ25 CABLE
<b>OPERATING TEMPERATURE</b>	-20-70C
<b>OPERATING VOLTAGE</b>	12V
<b>POWER CONSUMPTION</b>	2.81MA
<b>CABLE LENGTH</b>	0.7 METER
<b>CERTIFICATIONS</b>	CE, FCC, ROHS



## FAQ

### **HOW MANY GESTURES CAN THE GESTURE EXPERIENCE SUPPORT?**

The Gesture sensor can support up to 5 different gestures: Left/Right, Back/Forth, Down

### **WHAT IS THE DETECTION RANGE OF THE GESTURE SENSOR?**

The detection range is 20cm – 80cm.

### **HOW MANY GESTURE SENSORS CAN 1 SYSTEM SUPPORT?**

As many as needed. The Interactive Collection is designed to add any number of sensors and triggers to any experience.

### **CAN THE GESTURE EXPERIENCE HELP TO SAVE ENERGY?**

Yes, we can program the Gesture Experience to switch on and off any screen or adjust to a product that does not need to work when there is no interactivity.

### **CAN THE GESTURE SENSOR REPLACE AN EXISTING PHYSICAL BUTTON ON AN EXISTING SYSTEM?**

Yes, since the system is modular and updatable, gesture sensors can replace existing triggers, or be added to an existing system.

### **CAN THE MOTION SENSOR AND THE GESTURE SENSOR WORK TOGETHER ON THE SAME SYSTEM?**

Yes, add as many sensors as you need to one system.





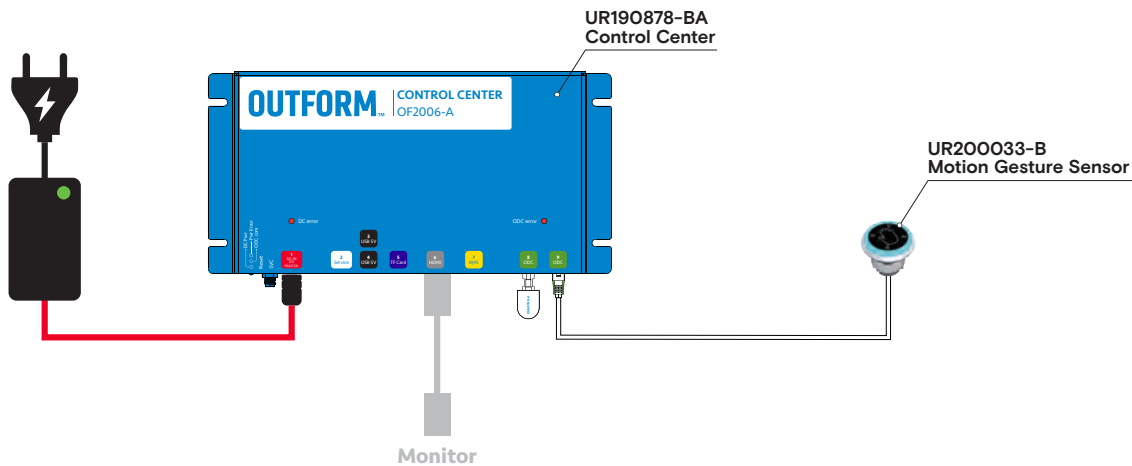
# GESTURE EXPERIENCE EXPERIENCE KITS

## GESTURE SENSOR

UIC1001-01

Use the gesture sensor to create a hands-free experience that can capture and interpret up to 5 custom hand gestures.

[Click here](#) to watch the OIE build tutorial.

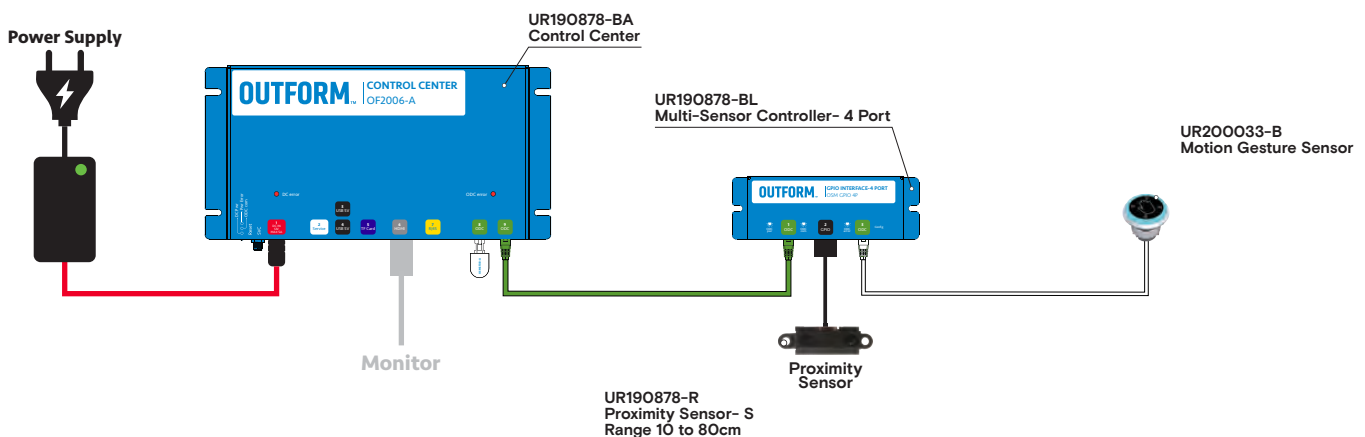


## GESTURE SENSOR + MOTION SENSOR

UIC1002-01

Use the gesture sensor to create a hands-free experience that can capture and interpret up to 5 custom hand gestures. Add the motion sensor to create custom triggers as users approach the display.

[Click here](#) to watch the OIE build tutorial.



- |                |            |
|----------------|------------|
| AC CABLE       | USB CABLE  |
| 12V DC CABLE   | HDMI CABLE |
| ODC RJ25 CABLE | GPIO CABLE |
| AUDIO CABLE    | RFID CABLE |

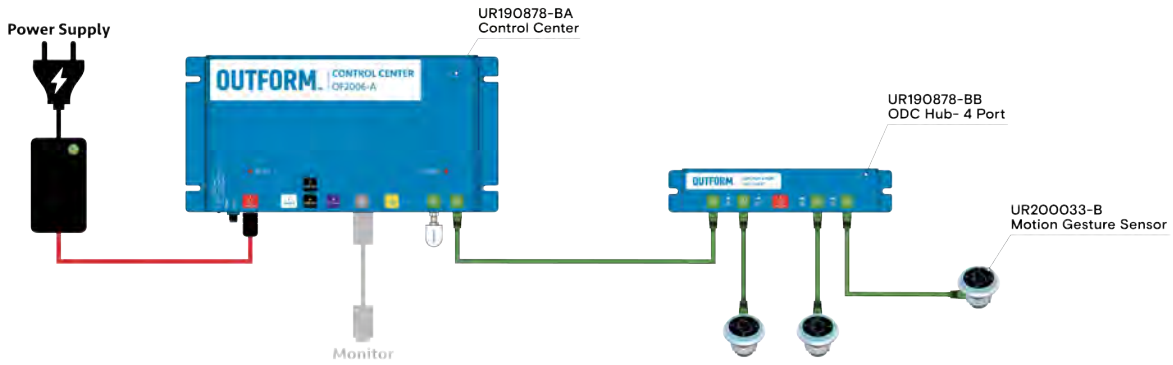


## MULTIPLE GESTURE SENSORS

UIC1003-01

Add multiple gesture sensors to your experience to control various devices within the display.

[Click here](#) to watch the OIE build tutorial.



- |                 |            |
|-----------------|------------|
| AC CABLE        | USB CABLE  |
| 12V DC CABLE    | HDMI CABLE |
| ODC R/J25 CABLE | GPIO CABLE |
| AUDIO CABLE     | RFID CABLE |

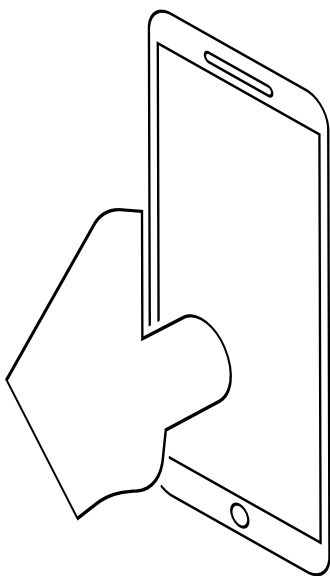


# QR EXPERIENCE



## PUT THE EXPERIENCE BACK IN THE SHOPPER'S HANDS

As mobile commerce becomes more widely adopted amongst consumers, the QR experience's design brings that familiar shopping habit into brick and mortar retail. The QR experience was created to put control back into the hands of shoppers in the retail environment. By simply scanning a QR code with their mobile device, users' phones are instantly transformed into remote controls that can be used to activate a variety of features on any retail display. This hands-free solution considers the modern retail landscape and allows users to interact with products, and trigger product information without touching any display surfaces.





# QR EXPERIENCE

## SAFE RETAIL

To adapt to an evolving retail landscape, users can avoid touching public surfaces by simply scanning a QR code with their mobile device. Instantly, users' phones are transformed into remote controls.

## MOBILE ASSISTED INTERACTION

With the ability to control on-screen content, make a contactless payment or simply view product information, this experience allows shoppers to personalize their own retail experience using their mobile devices without downloading an app.

## MODULAR

The Interactive Collection is comprised of a variety of Outform Standard Modules (OSM) which communicate by way of ODC protocol. ODC protocol enables a dynamic eco-system by which multiple OSMs can interact and trigger relevant experiences.



## INTERACTIVITY

By combining this experience with different sensors and triggers, this experience can support a combination of user interactions such as touch, voice, motion, and many more.



## QR CODE

Advanced offline speech processing to deliver optimal retail experiences.



## HANDS-FREE

The QR experience gives shoppers the opportunity to learn about products without the need to touch the display surface.



## OIE

Outform Interactive Editor gives you the tools to create your own experiences with ease using Control Center configuration



## FAQ

### **DOES IT WORK WITH BOTH ANDROID AND IPHONE?**

Yes, the technology supports both systems.

### **DO I NEED TO BE CONNECTED TO INTERNET TO USE THE QR EXPERIENCE?**

No, the experience creates an off-line connection between mobile and the control center, however the mobile WiFi needs to be on.

### **DO I NEED TO DOWNLOAD ANY APPLICATION TO USE THE QR EXPERIENCE?**

No special download is needed.

### **HOW DO I DISCONNECT FROM THE SERVICE?**

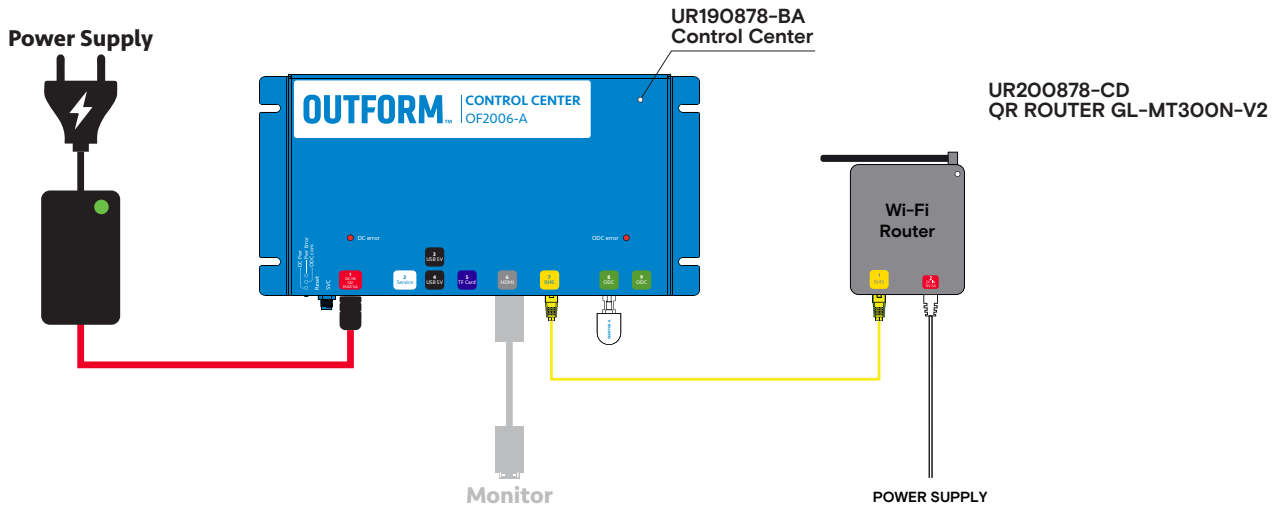
The connection will be automatically lost after 10 seconds of no interaction.



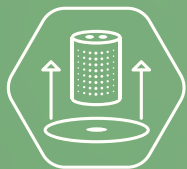
## QR EXPERIENCE

UIC2001-01

Instantly transform user's phones into remote controls with the QR Experience.

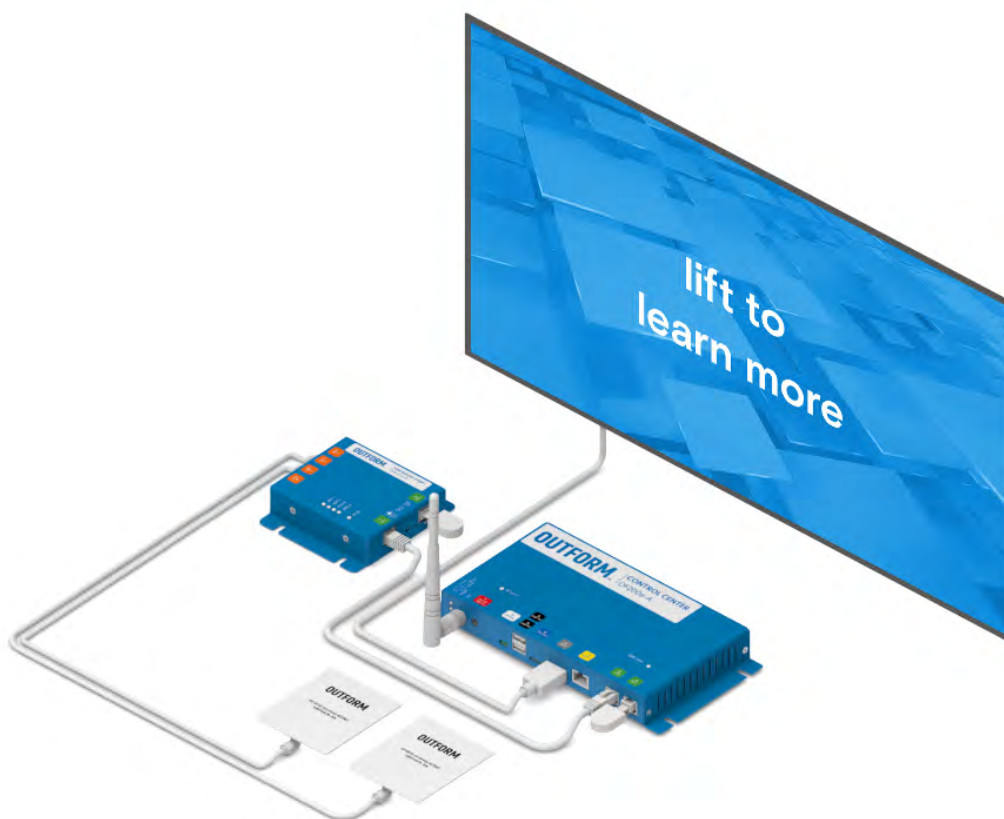


# LIFT & LEARN EXPERIENCE



## A UNIQUE PRODUCT DISCOVERY EXPERIENCE

With Lift & Learn, we considered how shoppers naturally interact with products. In this case, simply picking up the product adds a new layer of interaction to the shopper's journey. By simply lifting merchandise, users trigger on-screen information to display relevant content about the product they are holding. Product information can be customized to emphasize any key features such as price, size, calories, similar products, etc. The experience also creates opportunities to gain additional shopper engagement metrics by capturing relevant data such as popular merchandise.

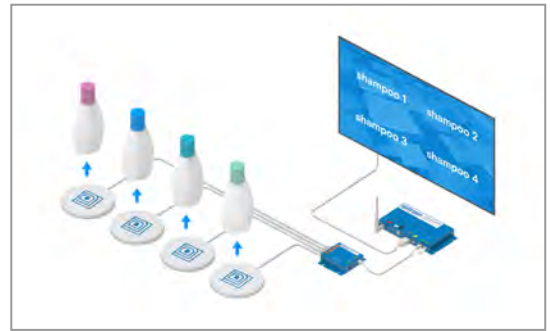




# LIFT & LEARN EXPERIENCE

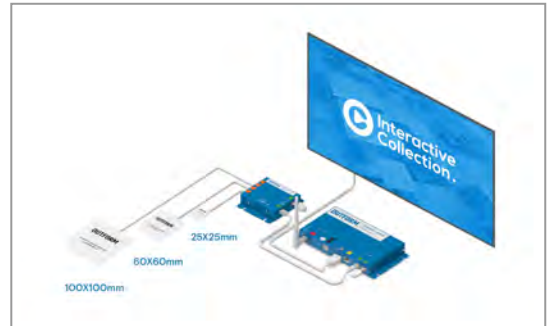
## 4 TAG SIMULTANEOUS DETECTION

The RFID reader can recognize up to four items lifted and placed at the same time. This feature allows for multiple users to engage with the experience at once, and also facilitates product comparison.



## AVAILABLE IN THREE SIZES

Our RFID Receivers make adding, removing, and rearranging product displays easier than ever before. To meet the changing requirements of dynamic displays, Lift and Learn is available in 3 standard sizes: 100 x 100mm, 60 x 60mm and 25 x 25mm.



## COMPATIBLE WITH MOST SURFACES

Our state of the art RFID module was built to broadcast through the most commonly used materials and surfaces (with the exception of metallic materials).



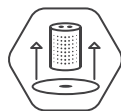
## MODULAR

Periodic updates are key in keeping shoppers engaged and excited about your product. For this reason, we designed Lift & Learn to be adaptable to simple upgrades and experience developments.



### INTERACTIVITY

By combining this experience with different sensors and triggers, this experience can support a combination of user interactions such as touch, voice, motion, and many more.



### LIFT & LEARN

Advanced offline speech processing to deliver optimal retail experiences.



### RESPONSIVE PRODUCT RECOGNITION

Because the product is tagged with a specific RFID tag, the product can be lifted and placed on any pedestal and will be correctly recognized.



### RFID TAGS

The system supports up to 1000 tag ID's.

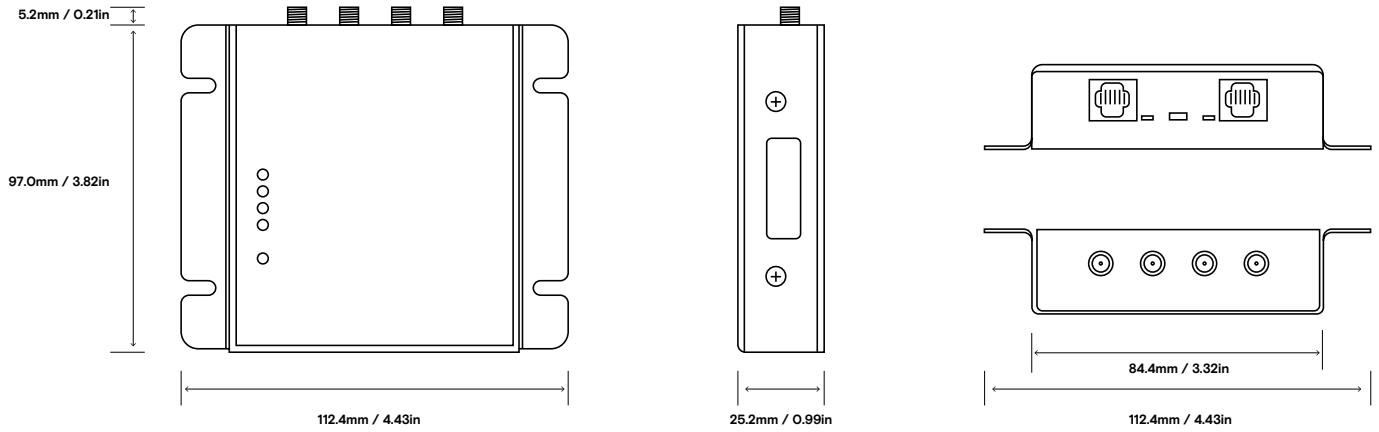


### OIE

Outform Interactive Editor gives you the tools to create your own experiences with ease using Control Center configuration



## PRODUCT SIZE



<b>FREQUENCY RANGE</b>	13.56MHZ (HF RFID)
<b>CHANNEL (ANTENNA) QUANTITY</b>	4; CONFIGURATION OF ACTIVE ANTENNAS IN ANY ORDER
<b>SUPPORTED TAG PROTOCOLS</b>	ISO15693 ISO14443A/B
<b>ANTENNA SIZES</b>	25X25MM 60X60MM 100X100MM
<b>INTERNAL MEMORY</b>	16000BYTES (128KBIT)
<b>ODC POWER</b>	VOLTAGE RANGE: DC 10-20V MAX UNIT POWER CONSUMPTION: 1.3W
<b>EDS PROTECTION</b>	ODC DATA LINES: IEC 61000-4-2, LEVEL 4 (ESD) ANTENNA PORTS: MIL-STD-883 METHOD 3015.7 ODC POWER LINE: IEC61000-4-2 ODC POWER LINE: IEC61000-4-2 3015.7





## FAQ

### **HOW CAN RFID COMMANDS BE CHANGED?**

RFID interactivity can be designed and updated using the Outform Interactive Editor.

### **HOW MANY RFID TAGS CAN ONE LIFT & LEARN SYSTEM READ?**

The Lift & Learn Experience is designed to support up to 1000 tags.

### **HOW MANY RFID TAGS CAN ONE RFID RECEIVER READ AT A TIME?**

One RFID Receiver can read up to four tags at a time.

### **WHAT IS THE DIFFERENCE BETWEEN RFID BASED AND MAGNET SENSOR BASED LIFT & LEARN EXPERIENCES?**

The magnet sensor supports one piece of content in a single location, while the RFID can support a variety of content in more than one location.



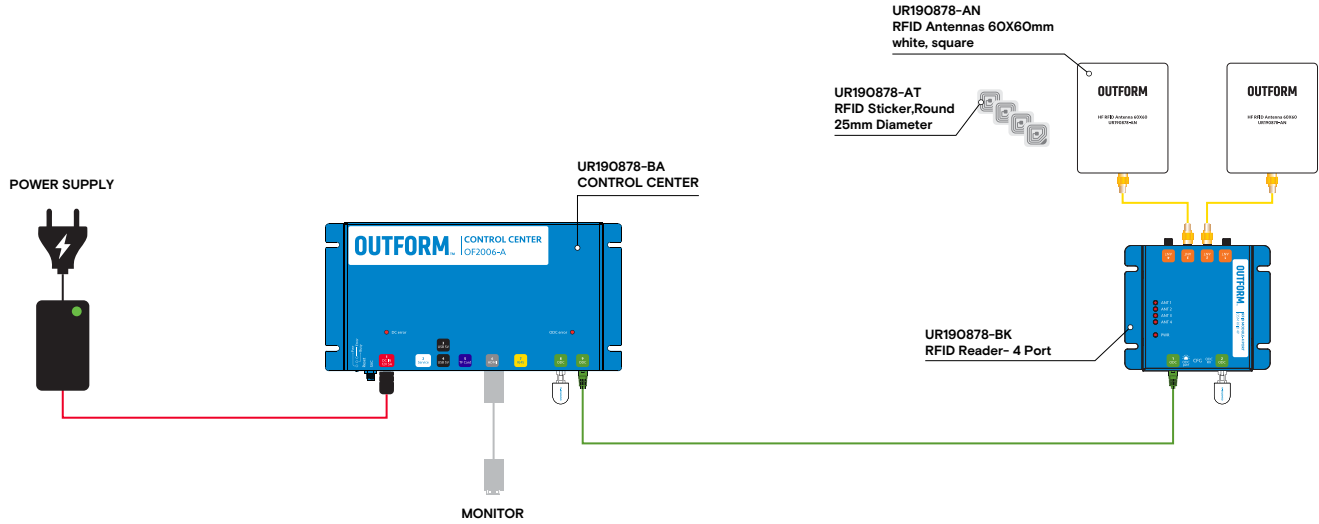
## RFID CONTROLLER + 2 ANTENNAS

UIC3001-01

The RFID Kit with 2 antennas allows for 2 products to be lifted at the same time.

[Click here](#) to watch the system build tutorial.

[Click here](#) to watch the OIE build tutorial.



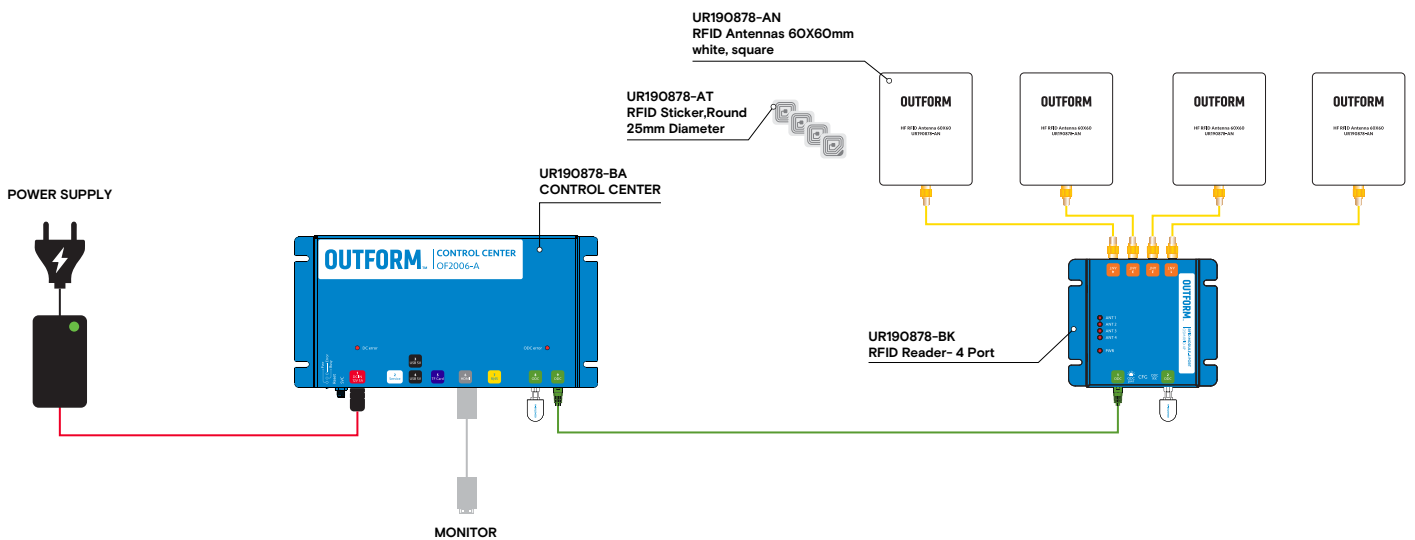
## RFID CONTROLLER + 4 ANTENNAS

UIC3002-01

The RFID Kit with 4 antennas allows for 4 products to be lifted at the same time.

[Click here](#) to watch the system build tutorial.

[Click here](#) to watch the OIE build tutorial.



- AC CABLE
- 12V DC CABLE
- ODC R/25 CABLE
- AUDIO CABLE
- USB CABLE
- HDMI CABLE
- GPIO CABLE
- RFID CABLE



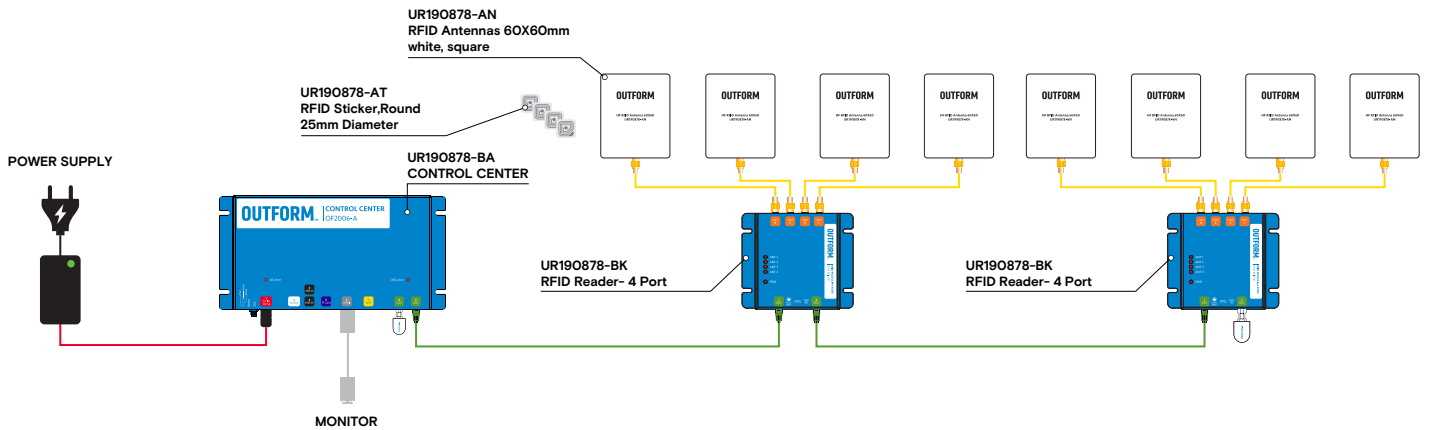
## RFID CONTROLLER + 8 ANTENNAS

UIC3003-01

The RFID Kit with 8 antennas allows for 8 products to be lifted at the same time.

[Click here](#) to watch the system build tutorial.

[Click here](#) to watch the OIE build tutorial.



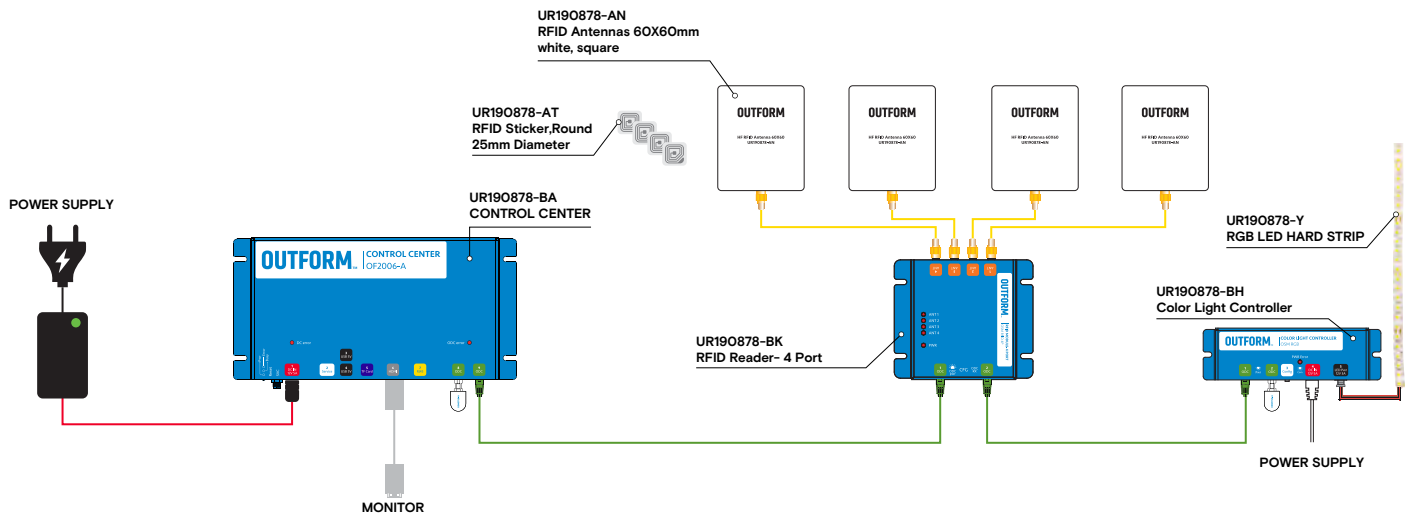
## RFID CONTROLLER + 4 ANTENNAS + RGB CONTROLLER

UIC3004-01

The RFID Kit with 4 antennas allows for 4 products to be lifted at the same time. By adding the RGB light controller, retailers can designate corresponding colors for specific products for a more dynamic experience.

[Click here](#) to watch the system build tutorial.

[Click here](#) to watch the OIE build tutorial.



- AC CABLE
- 12V DC CABLE
- ODC RJ25 CABLE
- AUDIO CABLE
- USB CABLE
- HDMI CABLE
- GPIO CABLE
- RFID CABLE

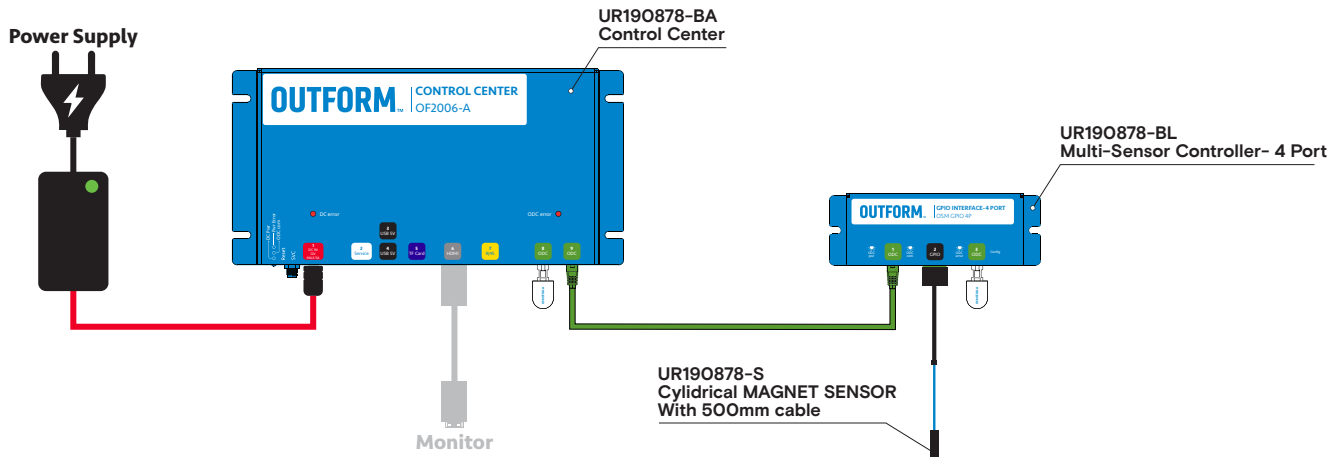


## MAGNET SENSOR

UIC3006-01

By creating the Lift & Learn experience with magnet sensors, retailers can highlight an individual product without using RFID tags or sensors.

[Click here](#) to watch the OIE build tutorial.



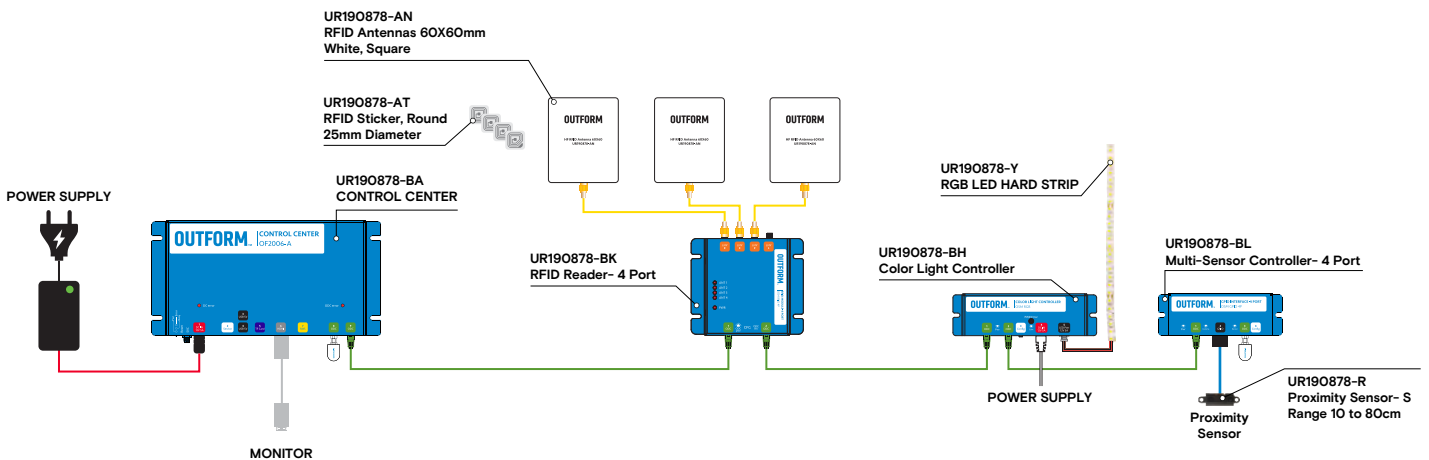
## RFID CONTROLLER + 3 ANTENNAS + RGB CONTROLLER + MOTION SENSOR

UIC3005-01

The RFID Kit with 3 antennas allows for 3 products to be lifted at the same time. By adding the RGB light controller, and motion sensor retailers can designate corresponding colors and custom triggers for specific products for a more dynamic experience.

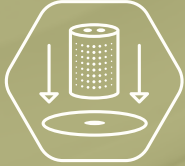
[Click here](#) to watch the system build tutorial.

[Click here](#) to watch the OIE build tutorial.



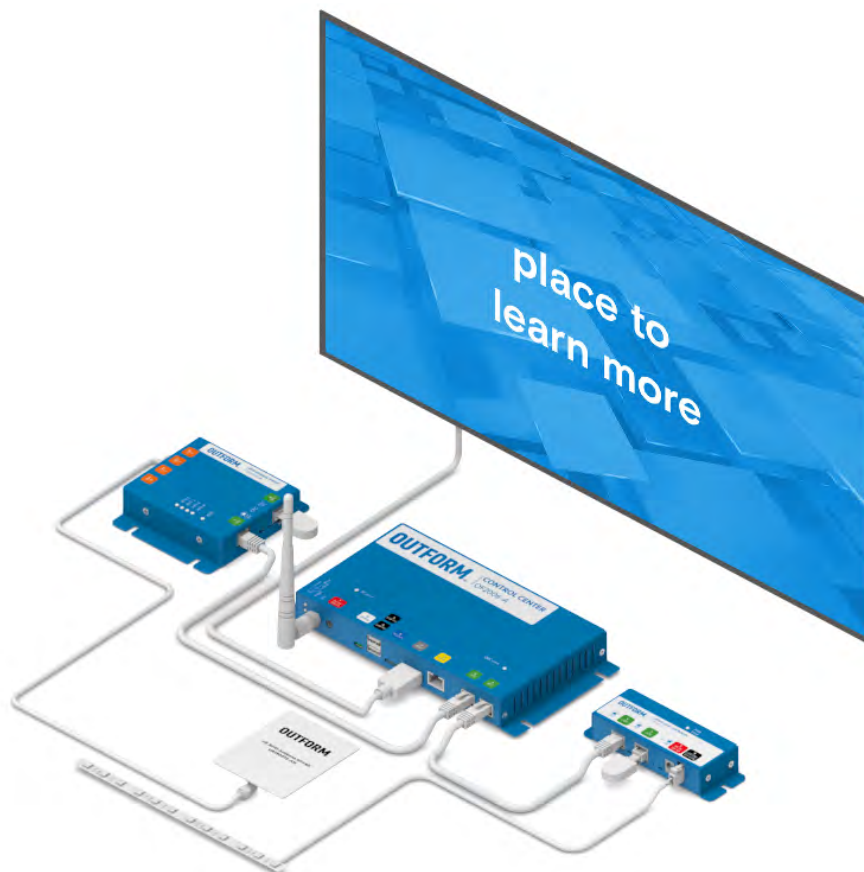
- AC CABLE
- 12V DC CABLE
- ODC RJ25 CABLE
- AUDIO CABLE
- USB CABLE
- HDMI CABLE
- GPIO CABLE
- RFID CABLE

# PLACE & LEARN EXPERIENCE



## GROW SHOPPER ENGAGEMENT WITH PRODUCT DISCOVERY

By inviting shoppers to discover and compare products, the Place & Learn experience encourages users to interact with merchandise in a natural way. Upon placing products on the pedestal, on-screen information is triggered. Because the pedestal can recognize up to 4 items lifted and placed at the same time, the experience allows for seamless price and product comparison. It also creates opportunities to gain additional shopper engagement metrics through data analytics.

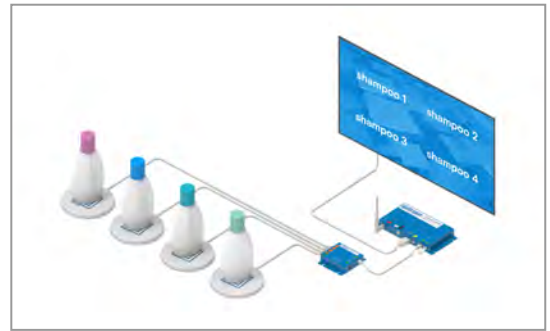




# PLACE & LEARN EXPERIENCE

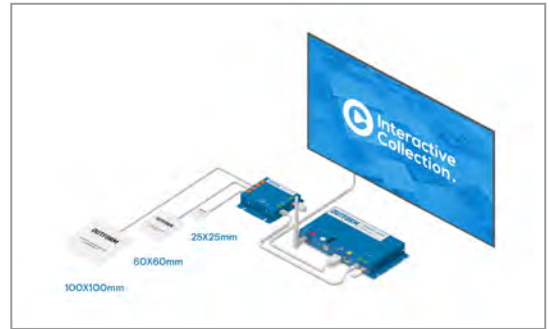
## 4 TAG SIMULTANEOUS DETECTION

The RFID reader can recognize up to four items lifted and placed at the same time. This feature allows for multiple users to engage with the experience at once, and also facilitates product comparison.



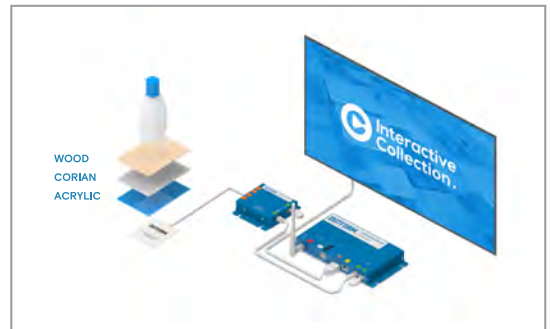
## AVAILABLE IN THREE SIZES

Our RFID Receivers make adding, removing, and rearranging product displays easier than ever before. To meet the changing requirements of dynamic displays, Place & Learn is available in 3 standard sizes: 100 x 100mm, 60 x 60mm and 25 x 25mm.



## COMPATIBLE WITH MOST SURFACES

Our state of the art RFID module was built to broadcast through the most commonly used materials and surfaces (with the exception of metallic materials).



## MODULAR

Periodic updates are key in keeping shoppers engaged and excited about your product. For this reason, we designed the Place & Learn to be adaptable to simple upgrades and experience developments.



### INTERACTIVITY

By combining this experience with different sensors and triggers, this experience can support a combination of user interactions such as touch, voice, motion, and many more.



### PLACE & LEARN

Upon placing the RFID tagged products on the RFID reader, on-screen information is triggered.



### RESPONSIVE PRODUCT RECOGNITION

Because the product is tagged with a specific RFID tag, the product can be lifted and placed on any pedestal and will be correctly recognized.



### RFID TAGS

The system supports up to 1000 tag ID's.

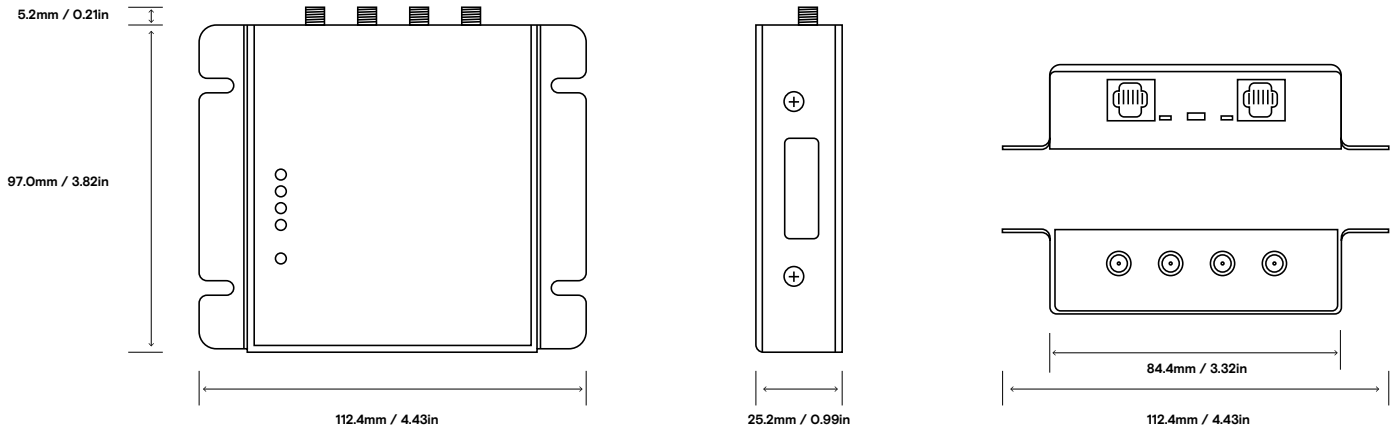


### OIE

Outform Interactive Editor gives you the tools to create your own experiences with ease using Control Center configuration



## PRODUCT SIZE



<b>FREQUENCY RANGE</b>	13.56MHZ (HF RFID)
<b>CHANNEL (ANTENNA) QUANTITY</b>	4; CONFIGURATION OF ACTIVE ANTENNAS IN ANY ORDER
<b>SUPPORTED TAG PROTOCOLS</b>	ISO15693 ISO14443A/B
<b>ANTENNA SIZES</b>	25X25MM 60X60MM 100X100MM
<b>INTERNAL MEMORY</b>	16000BYTES (128KBIT)
<b>ODC POWER</b>	VOLTAGE RANGE: DC 10-20V MAX UNIT POWER CONSUMPTION: 1.3W
<b>EDS PROTECTION</b>	ODC DATA LINES: IEC 61000-4-2, LEVEL 4 (ESD) ANTENNA PORTS: MIL-STD-883 METHOD 3015.7 ODC POWER LINE: IEC61000-4-2 ODC POWER LINE: IEC61000-4-2 3015.7





## FAQ

### **HOW CAN RFID COMMANDS BE CHANGED?**

RFID interactivity can be designed and updated using the Outform Interactive Editor.

### **HOW MANY RFID TAGS CAN ONE PLACE & LEARN SYSTEM READ?**

The Place & Learn Experience is designed to support up to 1000 tags.

### **HOW MANY RFID TAGS CAN ONE RFID RECEIVER READ AT ONE TIME?**

One RFID Experience can read up to four tags at one time.

### **CAN THE PLACE & LEARN EXPERIENCE FACILITATE PRODUCT COMPARISON?**

Yes, since the RFID receivers can detect up to 4 RFID tags at a time, multiple product comparisons are achievable.



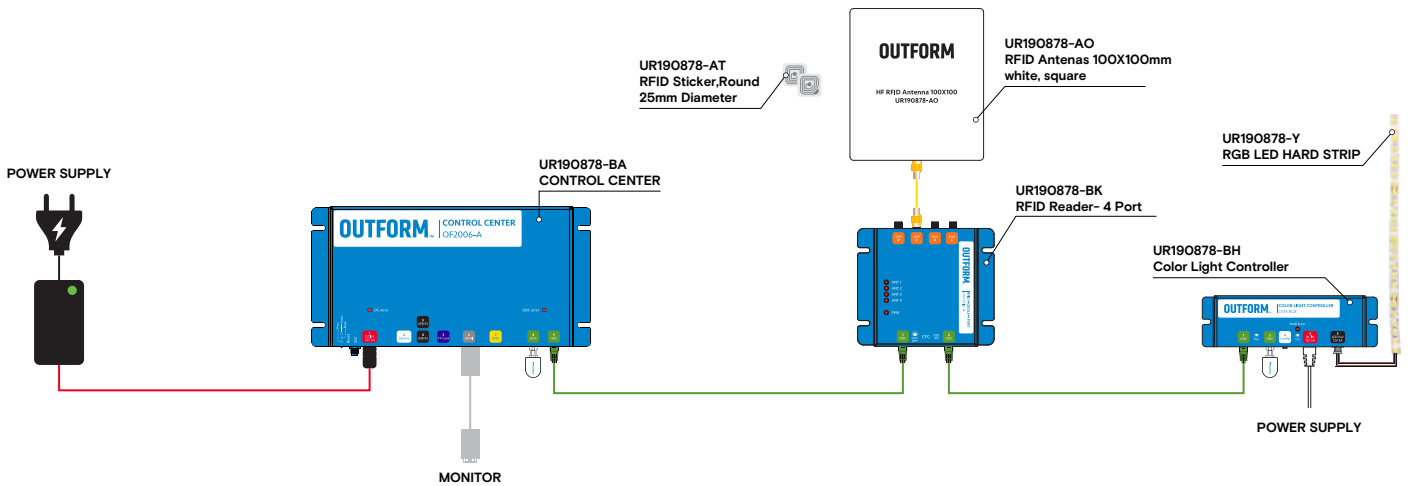
## RFID CONTROLLER + RGB CONTROLLER + ANTENNA

UIC4001-01

Create the Place & Learn Experience with a single antenna, and add the RGB light controller for a more dynamic experience.

[Click here](#) to watch the system build tutorial.

[Click here](#) to watch the OIE build tutorial.



- AC CABLE
- 12V DC CABLE
- ODC RJ25 CABLE
- AUDIO CABLE
- USB CABLE
- HDMI CABLE
- GPIO CABLE
- RFID CABLE

# VOICE EXPERIENCE



## REPLACE CROWDED AND CONFUSING BUTTONS WITH SIMPLE VOICE COMMANDS

As shoppers become more accustomed to voice commands in everyday life, this experience seamlessly integrates voice commands into the retail environment. The Voice Experience replaces touch interaction with wake words, and commands that allow shoppers to verbally engage with the display, even when offline. The offline voice experience can be programmed to host pre-recorded commands like “play the video,” or “turn up the volume,” to deliver a defined story, according to the shoppers’ needs.





# VOICE EXPERIENCE

## SECURED OFFLINE SOLUTION

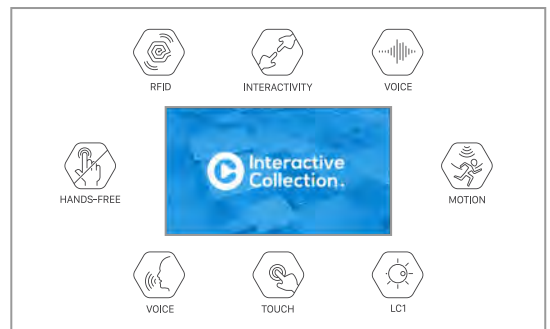
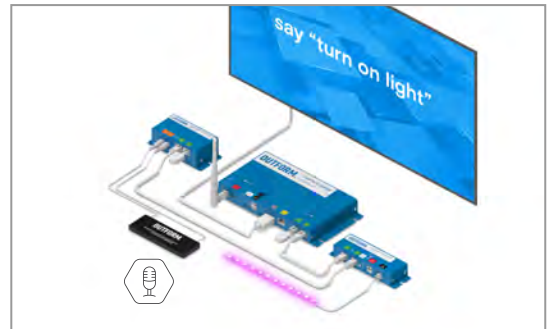
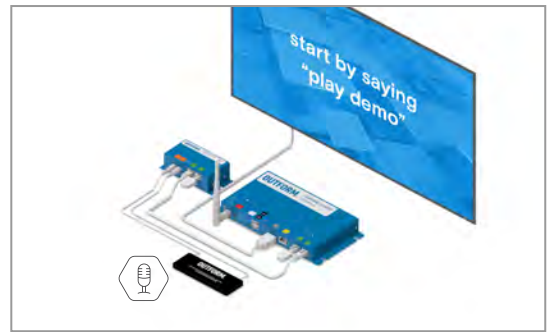
Internet connectivity can be a challenge in the retail space. To that end, we developed the offline voice solution to deliver a pre-recorded experience that does not require internet connection.

## WE RECOMMEND

Combine the Voice Experience with the Light Controller Module to create the ultimate dynamic retail experience.

## MODULAR

Periodic updates are key in keeping shoppers engaged and excited about your product. For this reason, we designed the Voice Experience to be adaptable to simple upgrades and experience developments.



### INTERACTIVITY

By combining this experience with different sensors and triggers, this experience can support a combination of user interactions such as touch, voice, motion, and many more.



### VOICE CAPTURE

Advanced offline speech processing to deliver optimal retail experiences.



### HANDS-FREE

The voice experience gives shoppers the opportunity to learn about products without the need to touch the display surface.

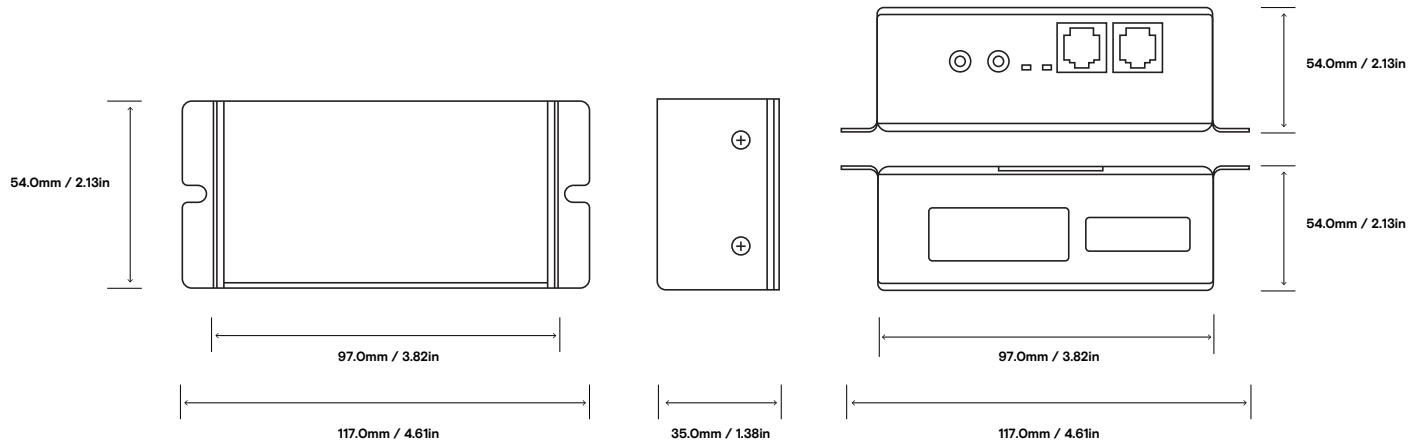


### OIE

Outform Interactive Editor gives you the tools to create your own experiences with ease using Control Center configuration



## PRODUCT SIZE



<b>RECOGNITION METHOD</b>	OFFLINE
<b>NUMBER OF OFFLINE RECOGNIZED PHRASES</b>	UP TO 40
<b>PHRASE UPDATE METHOD</b>	SOFTWARE
<b>MICROPHONE QUANTITY</b>	2
<b>RECOMMENDED DISTANCE BETWEEN MICROPHONES</b>	100mm
<b>MICROPHONE TYPE</b>	CONDENSOR MICROPHONE
<b>ODC POWER</b>	VOLTAGE RANGE: DC 10-20V MAX UNIT POWER CONSUMPTION: 12W
<b>ODC POWER</b>	ODC DATA LINES: IEC 61000-4-2, LEVEL 4 MICROPHONE INPUT: MIL-STD-883 METHOD 3015.7



## FAQ

### **HOW CAN VOICE COMMANDS BE CHANGED?**

Contact us on the technical support page to make voice command edit requests. We will validate the request and reply with a file to program the device.

### **HOW MANY COMMANDS CAN RUN ON THE VOICE EXPERIENCE?**

The Voice Experience was designed to support up to 40 commands.

### **HOW DO I AVOID FALSE COMMANDS?**

Make sure your display does not include keywords which activate the voice commands.



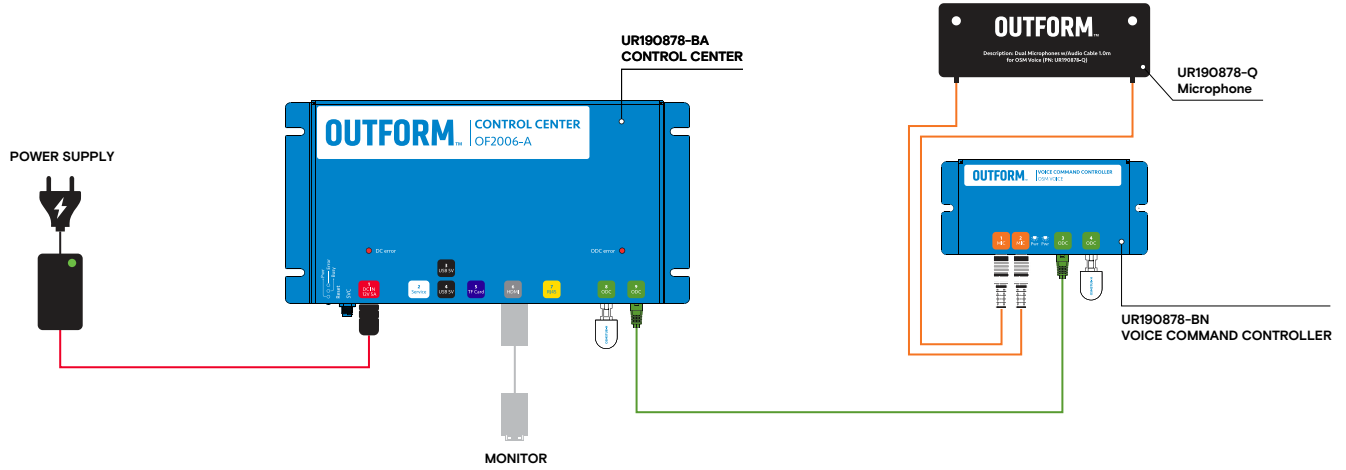
## VOICE CONTROLLER

UIC5001-01

To facilitate the Voice Experience, the voice command controller captures voice commands, and triggers on-screen responses.

[Click here](#) to watch the system build tutorial.

[Click here](#) to watch the OIE build tutorial.



- AC CABLE
- 12V DC CABLE
- ODC RJ25 CABLE
- AUDIO CABLE
- USB CABLE
- HDMI CABLE
- GPIO CABLE
- RFID CABLE

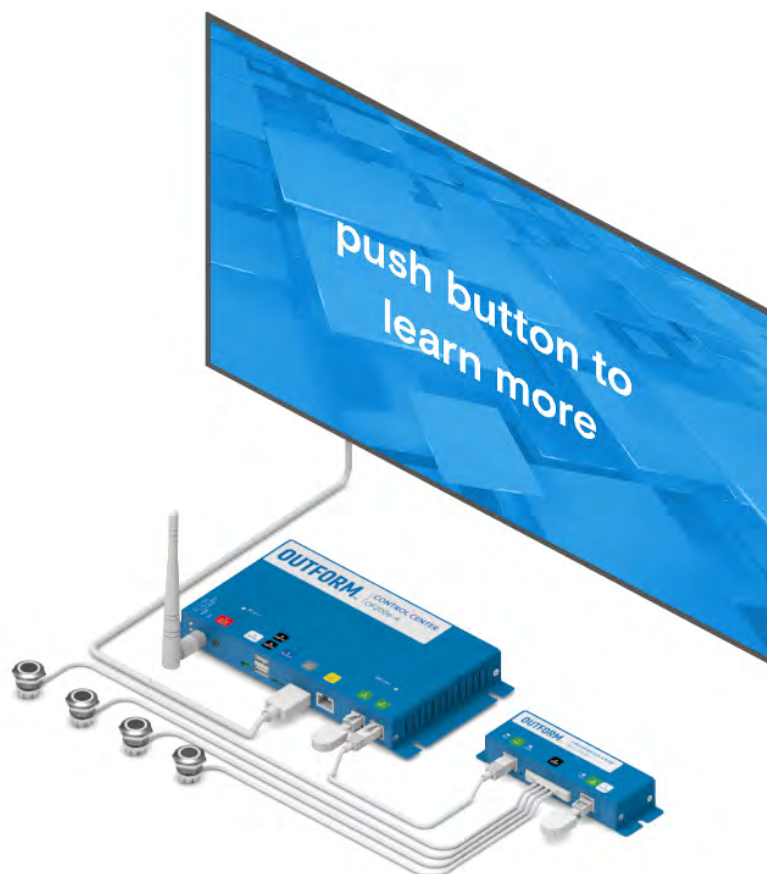


# BUTTONS EXPERIENCE



## ILLUMINATED, AND NON-ILLUMINATED BUTTONS

With options for illuminated, or non-illuminated buttons, this experience instantly pulls shoppers into a responsive interaction where they are given the freedom to make selections, and create a personalized shopping experience.





# BUTTONS EXPERIENCE

## GPIO

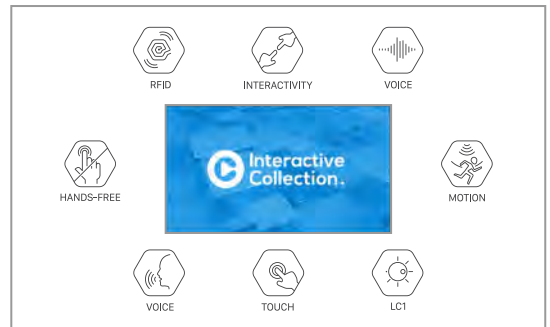
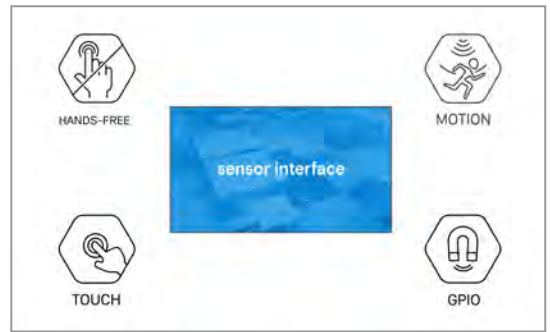
The OSM GPIO delivers flexible interface to control your retail display with multiple applications by providing many sensor inputs and signal outputs. Available in 4 port and 8 port versions and infinitely programmable, the GPIO supports most of the triggers and sensors used in today's retail environments.

## 2 BUTTON OPTIONS

Options for illuminated, and non-illuminated button experiences.

## MODULAR

The Interactive Collection is comprised of a variety of Outform Standard Modules (OSM) which communicate by way of ODC protocol. ODC protocol enables a dynamic eco-system by which multiple OSMs can interact and trigger relevant experiences.



## INTERACTIVITY

By combining this experience with different sensors and triggers, this experience can support a combination of user interactions such as touch, voice, motion, and many more.



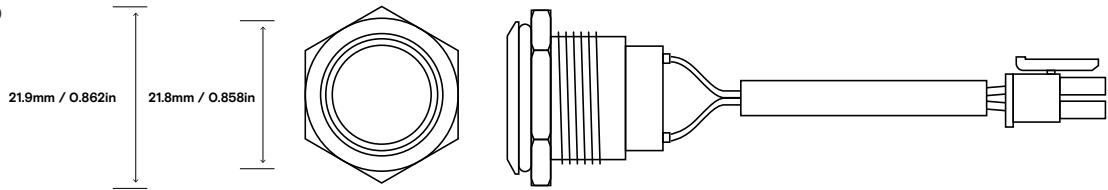
## OIE

Outform Interactive Editor gives you the tools to create your own experiences with ease using Control Center configuration

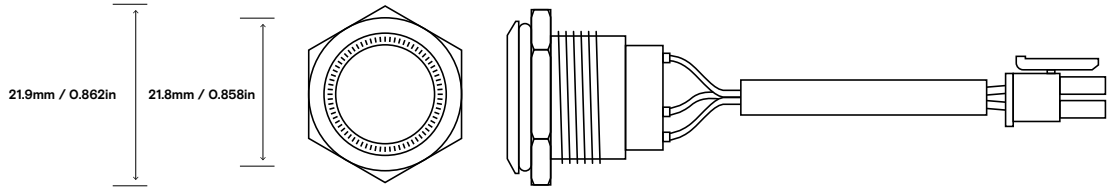


## PRODUCT SIZE

NON ILLUMINATED  
BUTTON



ILLUMINATED  
BUTTON



### PORT QUANTITY

#### INPUT MODES

DIGITAL PULL UP

BUTTON

ANALOG

#### OUTPUT MODES

DIGITAL PUSH/ PULL

DIGITAL OPEN COLLECTOR

PWM

### MAX INPUT VOLTAGE

3.6V

### POWER GPIO PORT

OUTPUT VOLTAGE: 5V

MAX SOURCE CURRENT: 0.5A

### ODC BUS (CONTROL BUS)

PORT QUANTITY:2

INPUT VOLTAGE RANGE: 10-20V

MAX CURRENT THROUGH ODC PORTS: 1.85A

### ESD PROTECTION

ALL PORTS: HBM 2KV; CDM 500V



## FAQ

### **HOW MANY BUTTONS CAN BE ADDED TO AN EXPERIENCE?**

As many as needed.

### **IS THERE A LIMITATION TO THE NUMBER OF BUTTONS ON A SINGLE GPIO INTERFACE?**

Up to 4 illuminated buttons and up to 8 non-illuminated buttons.

### **CAN THE COLOR OF THE ILLUMINATED LED BE CUSTOMIZED**

Yes, the color can be customized.



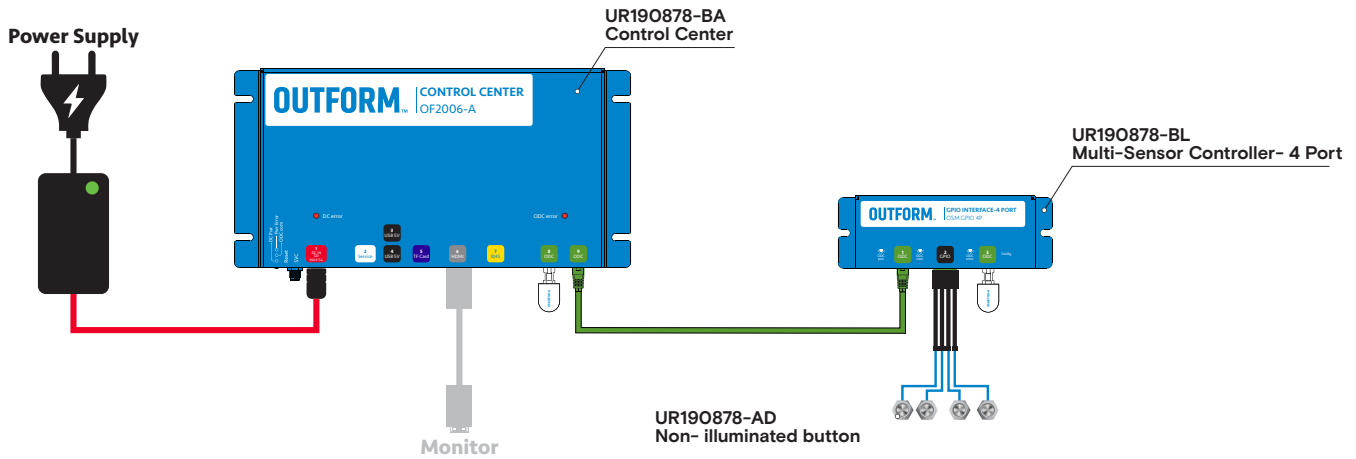
## NON-ILLUMINATED BUTTONS

UIC6001-01

Give shoppers a responsive interaction where they are given the freedom to make selections.

[Click here](#) to watch the system build tutorial.

[Click here](#) to watch the OIE build tutorial.



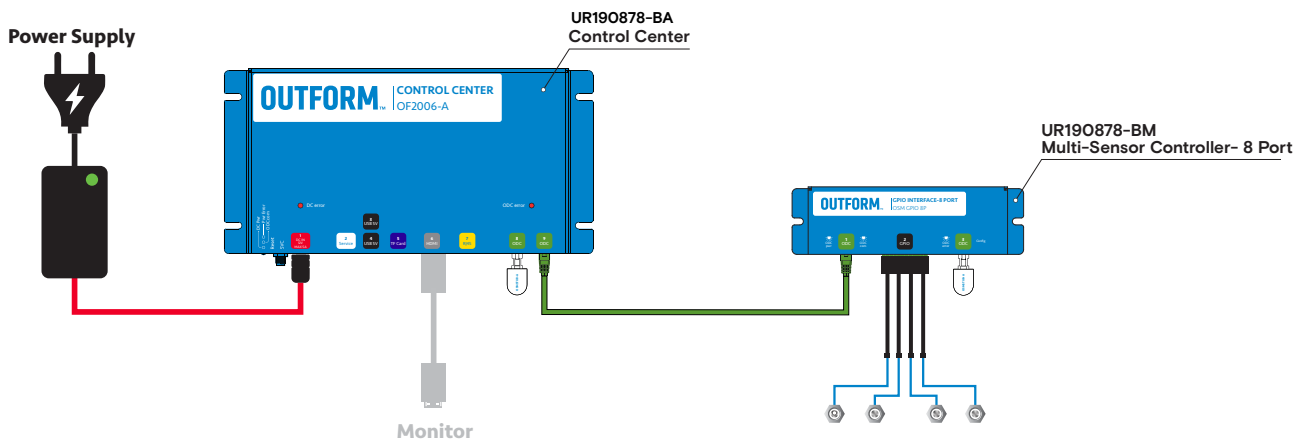
## ILLUMINATED BUTTONS

UIC6002-01

Add illumination to create an exciting experience where shoppers are given the freedom to make selections.

[Click here](#) to watch the system build tutorial.

[Click here](#) to watch the OIE build tutorial.



- AC CABLE
- 12V DC CABLE
- ODC RJ25 CABLE
- AUDIO CABLE
- USB CABLE
- HDMI CABLE
- GPIO CABLE
- RFID CABLE



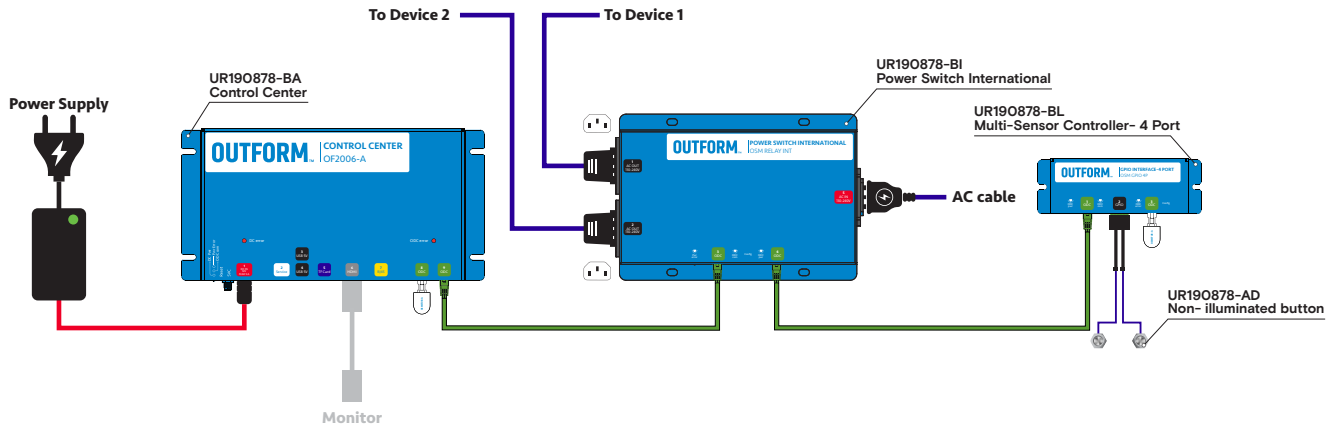
## NON-ILLUMINATED BUTTONS + POWER SWITCH CONTROLLER

UIC6005-01

Use buttons to power on and off devices.

[Click here](#) to watch the system build tutorial.

[Click here](#) to watch the OIE build tutorial.



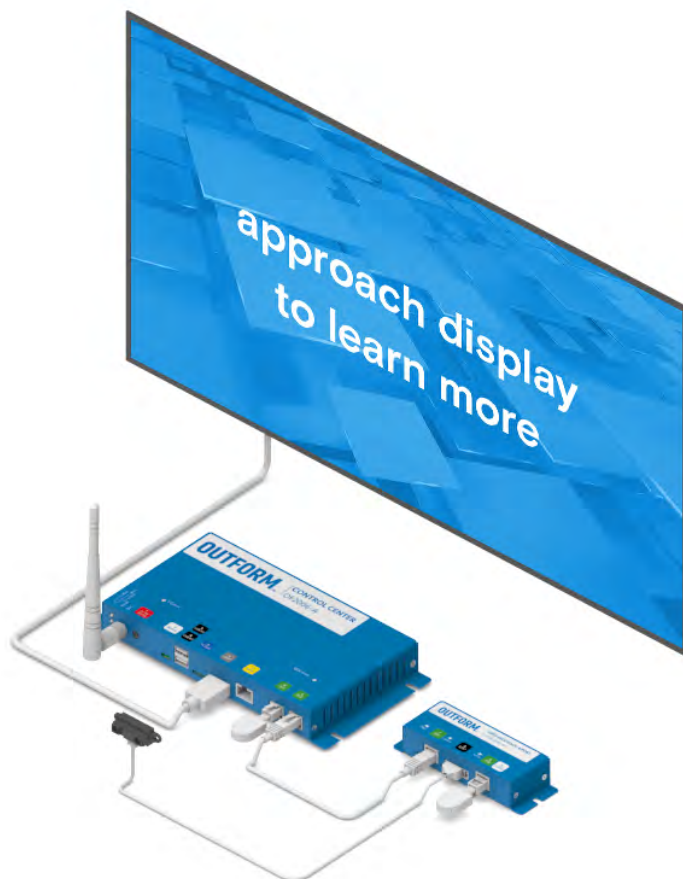
- |                |            |
|----------------|------------|
| AC CABLE       | USB CABLE  |
| 12V DC CABLE   | HDMI CABLE |
| ODC RJ25 CABLE | GPIO CABLE |
| AUDIO CABLE    | RFID CABLE |

# MOTION SENSOR EXPERIENCE



## DRAW SHOPPERS IN FROM A DISTANCE

Designed to catch the attention of passing customers, the Motion Sensor can be added to any OSM pairing to create different triggers for different distances. Drawing shoppers in as they approach, the motion sensor can invite users to specific display interactions depending on how close or far they are standing.



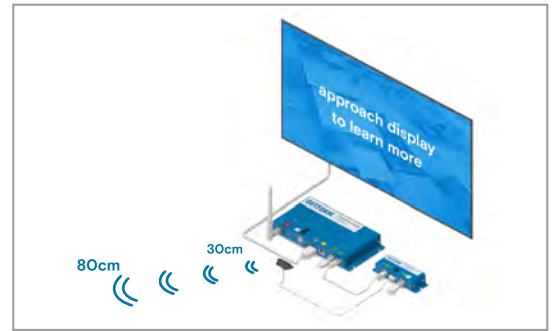




# MOTION SENSOR EXPERIENCE

## MULTIPLE DISTANCE DETECTION

The Motion Sensor is programmed to display relevant content according to the users distance from the display. For example: a user standing 80 cm away will trigger a message to invite the user to approach the display, while a user standing 30 cm away will trigger product specific content.



## SECURELY MOUNTS

The motion sensor can be securely mounted on any flat surface, horizontally, vertically, or angled.



## MODULAR

The Interactive Collection is comprised of a variety of Outform Standard Modules (OSM) which communicate by way of ODC protocol. ODC protocol enables a dynamic eco-system by which multiple OSMs can interact and trigger relevant experiences.



### INTERACTIVITY

By combining this experience with different sensors and triggers, this experience can support a combination of user interactions such as touch, voice, motion, and many more.



### CUSTOM TRIGGERS

The sensor allows for specific content to be triggered for different distances.



### VARIOUS RANGES

The sensor has available options for short, medium or long range detection.

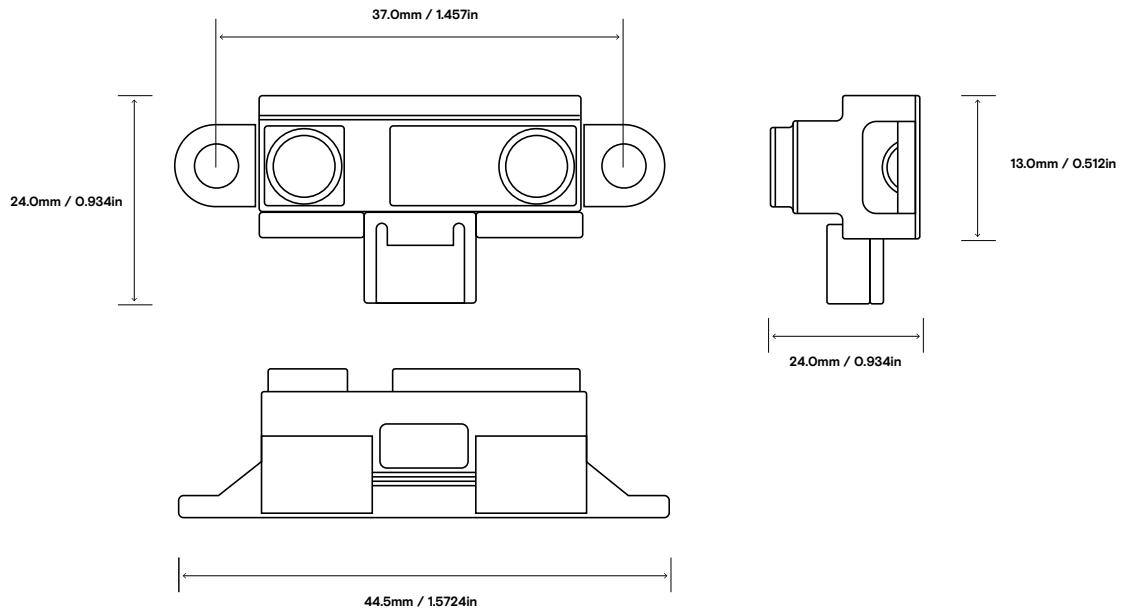


### OIE

Outform Interactive Editor gives you the tools to create your own experiences with ease using Control Center configuration



## PRODUCT SIZE



<b>DETECTION RANGE</b>	10-80CM
<b>OPERATING TEMPERATURE</b>	-20-50C
<b>OPERATING VOLTAGE</b>	5V DC (VIA OSM GPIO)
<b>POWER CONSUMPTION</b>	50MA
<b>CABLE LENGTH</b>	0.5 METER
<b>CERTIFICATIONS</b>	CE, ROHS



## FAQ

### **WHAT IS THE DETECTION RANGE OF THE MOTION SENSOR?**

The detection range is 20cm – 80cm.

### **HOW MANY MOTION SENSORS CAN ONE SYSTEM SUPPORT?**

As many as needed. The Interactive Collection is designed to add any number of sensors and triggers to any experience.

### **CAN THE MOTION EXPERIENCE HELP TO SAVE ENERGY?**

Yes, we can program the Motion Experience to switch on and off any screen or product that does not need to work when there is no interaction.

### **CAN THE MOTION SENSOR AND THE GESTURE SENSOR WORK TOGETHER ON THE SAME SYSTEM?**

Yes, add as many sensors as you need to one system.

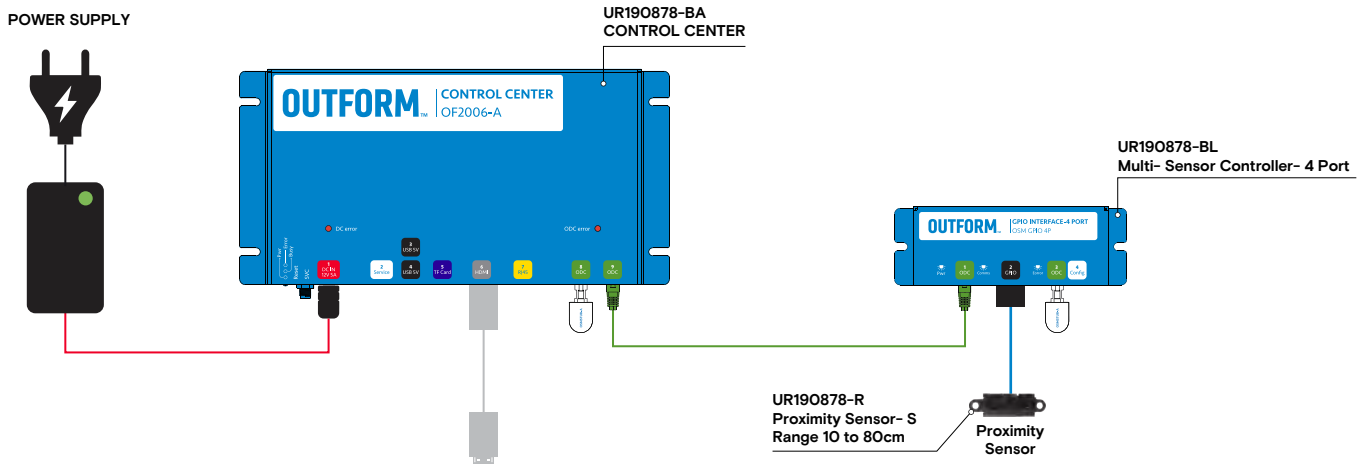


# MOTION SENSOR EXPERIENCE KITS

## MOTION SENSOR BASIC

UIC7001-01

Use the motion sensor to set custom triggers as shoppers pass by.

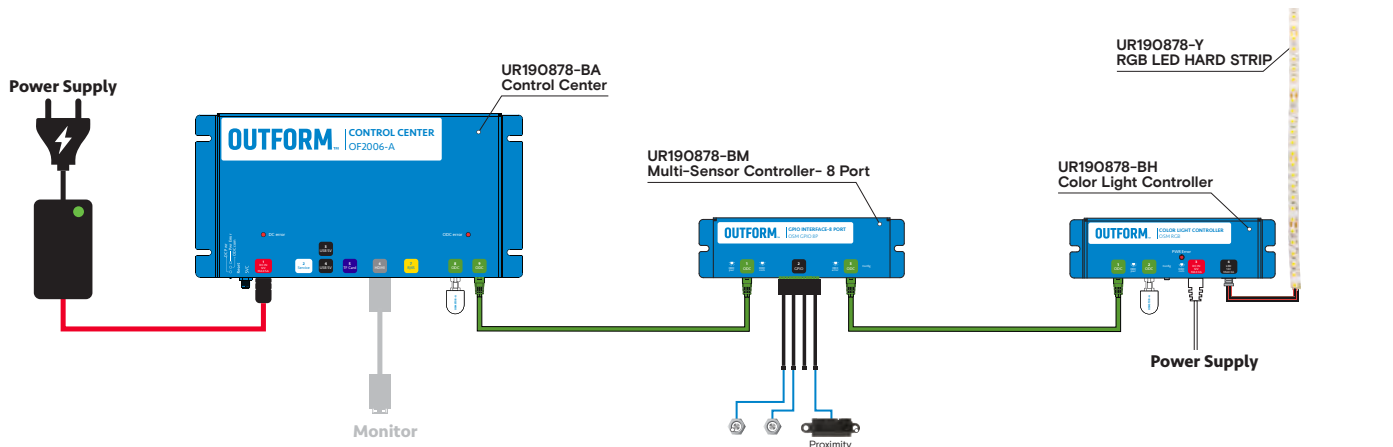


## MOTION SENSOR + RGB LED CONTROLLER + BUTTONS

UIC7002-01

Use the motion sensor and RGB LED Controller to set custom triggers and engage shoppers as they pass by. Incorporate buttons to create a responsive experience as they approach the display.

[Click here](#) to watch the system build tutorial.



- AC CABLE
- 12V DC CABLE
- ODC RJ25 CABLE
- AUDIO CABLE
- USB CABLE
- HDMI CABLE
- GPIO CABLE
- RFID CABLE

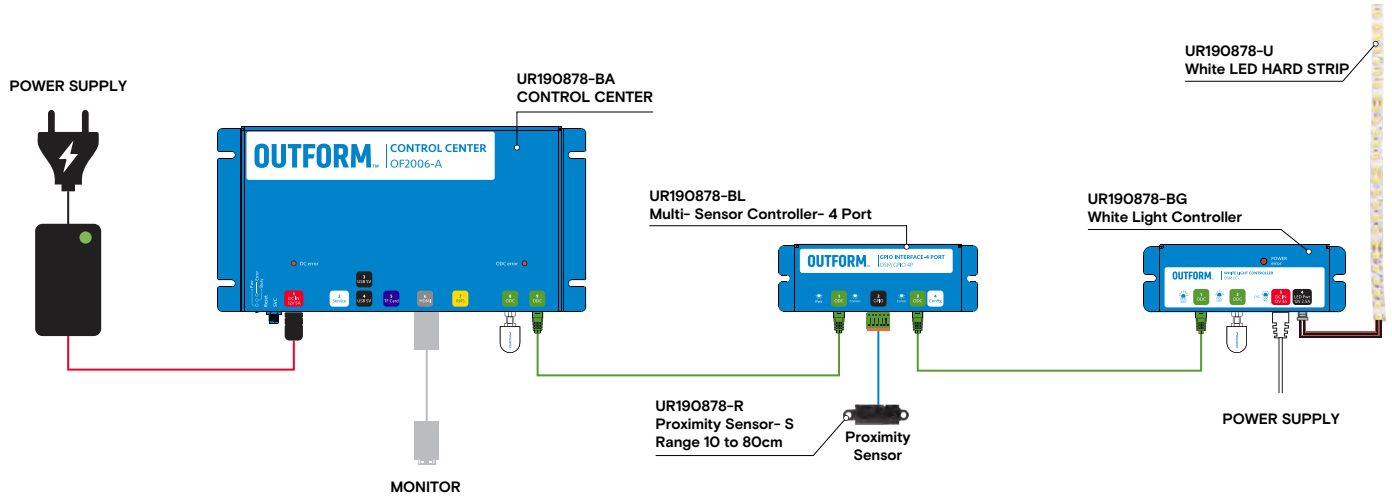


# MOTION SENSOR EXPERIENCE KITS

## MOTION SENSOR + WHITE LIGHT CONTROLLER

UIC7003-01

As users approach the display, the white light intensifies and custom triggers appear on screen.



- |                |            |
|----------------|------------|
| AC CABLE       | USB CABLE  |
| 12V DC CABLE   | HDMI CABLE |
| ODC RJ25 CABLE | GPIO CABLE |
| AUDIO CABLE    | RFID CABLE |

# TOUCHLESS BUTTONS EXPERIENCE



## CREATE SAFE AND PERSONALIZED EXPERIENCES

Allow shoppers the freedom to make selections, and create a personalized shopping experience in a safe retail environment. Adaptable to meet the expectations of the modern-day consumer, the touchless button allows users to choose by simply hovering their hand over the button.

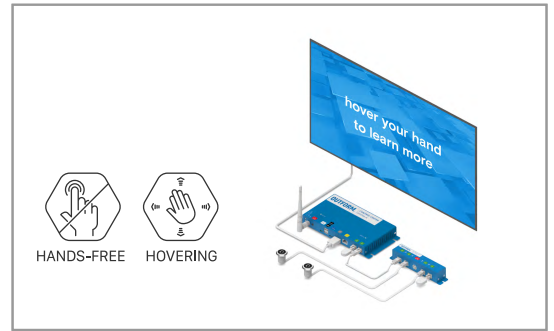




# TOUCHLESS BUTTONS EXPERIENCE

## SAFE RETAIL

In order to adapt to an evolving retail landscape given heightened consumer awareness of personal hygiene, and potentially contaminated surfaces, the Button Experience is available in a non-contact version. By hovering a hand over the button, users are able to trigger any interaction.



## MODULAR

The Interactive Collection is comprised of a variety of Outform Standard Modules (OSM) which communicate by way of ODC protocol. ODC protocol enables a dynamic eco-system by which multiple OSMs can interact and trigger relevant experiences.



## INTERACTIVITY

By combining this experience with different sensors and triggers, this experience can support a combination of user interactions such as touch, voice, motion, and many more.

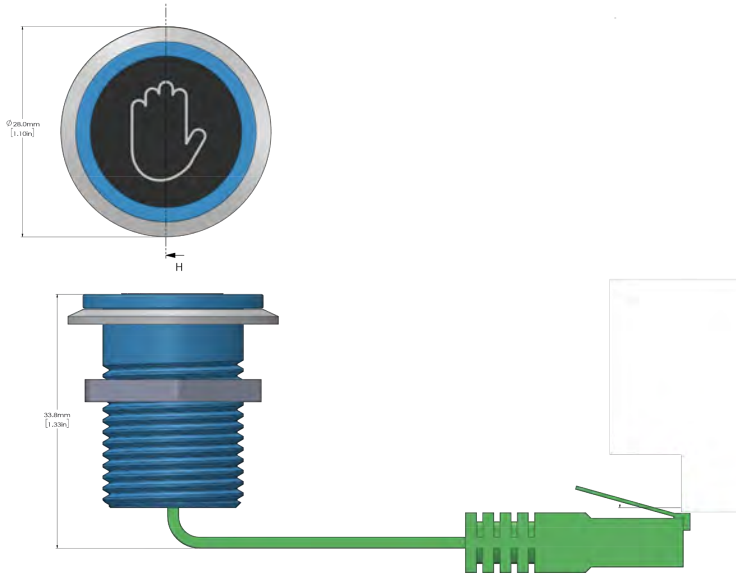


## OIE

Outform Interactive Editor gives you the tools to create your own experiences with ease using Control Center configuration



## PRODUCT SIZE



### PORT QUANTITY

INPUT MODES	
	DIGITAL PULL UP
	BUTTON
	ANALOG
OUTPUT MODES	
	DIGITAL PUSH/ PULL
	DIGITAL OPEN COLLECTOR
	PWM

### MAX INPUT VOLTAGE

	3.6V
--	------





## FAQ

### HOW MANY BUTTONS CAN BE ADDED TO AN EXPERIENCE?

As many as needed.

### IS THERE A LIMITATION TO THE NUMBER OF BUTTONS ON A SINGLE HUB INTERFACE?

Up to four touchless buttons.

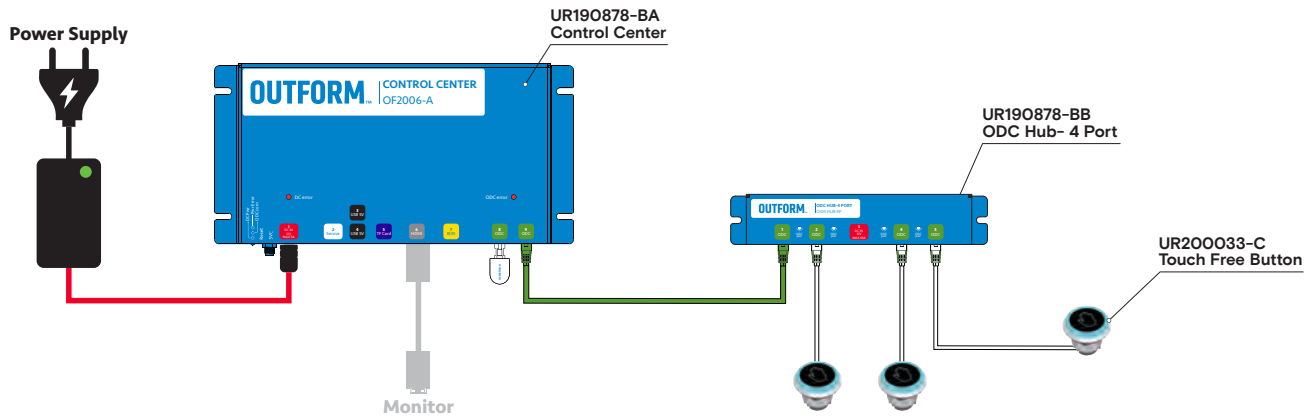


# TOUCHLESS BUTTONS EXPERIENCE COMBINATION

## HANDS-FREE BUTTONS

UIC6003-01

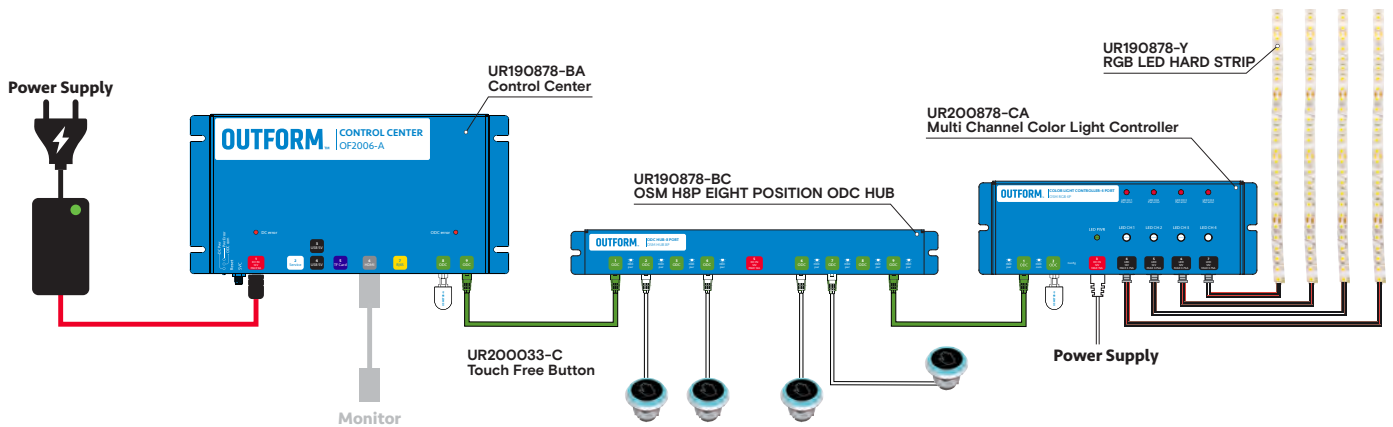
By simply hovering their hands over the button, shoppers are able to make selections in a safe retail environment.



## TOUCHLESS BUTTONS + MULTIPLE RGB LED + CONTROLLER

UIC6004-01

Create unlimited color combinations that intensify as users approach the button with their hand.



- AC CABLE
- 12V DC CABLE
- ODC RJ25 CABLE
- AUDIO CABLE
- USB CABLE
- HDMI CABLE
- GPIO CABLE
- RFID CABLE



# Interactive Collection.

EXPERIENCE ADD-ONS

**OUTFORM**<sup>™</sup>

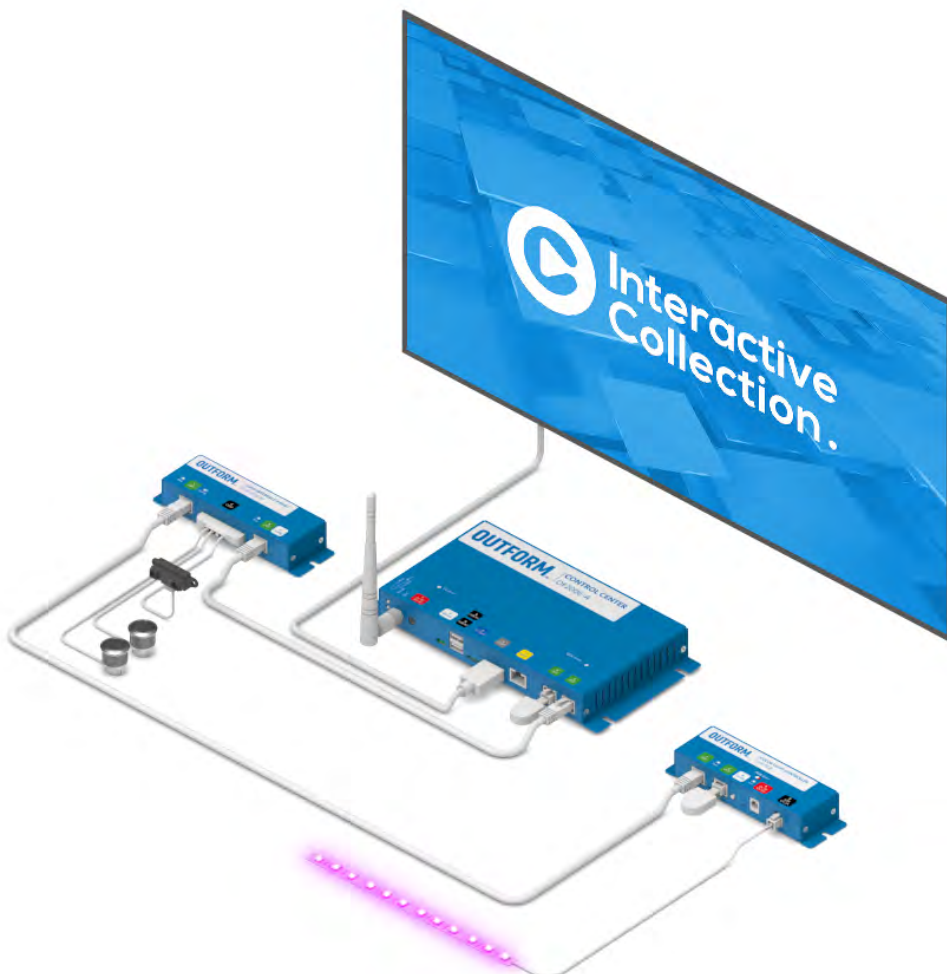
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# RGB LED LIGHT EXPERIENCE ADD-ON



## ATTRACT SHOPPERS WITH COLORFUL ILLUMINATIONS

This experience add-on features an easy to use light controller which can create and configure millions of color combinations and light intensities. Create alluring and memorable brand experiences through color illuminations that use RGB light strips in up to three meters of length. Add the RGB Light controller to any of the Interactive Collection experiences to create memorable brand interactions.

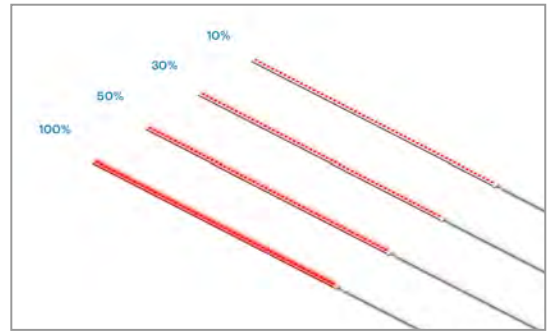




# RGB LED LIGHT ADD-ON

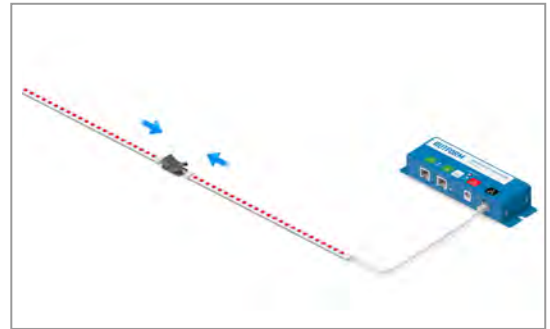
## DIMMING

The RGB LED Add-On can be configured to 8 different light intensities.



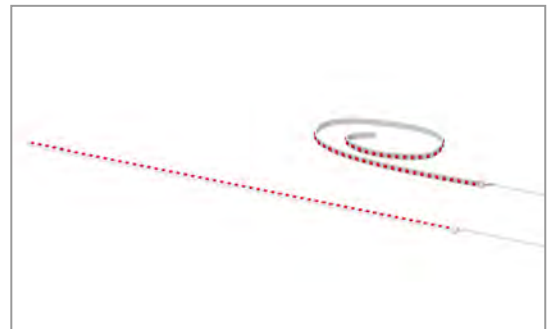
## EASY TO USE

Extend your RGB LED Strips with simple extension cable connections or quick connectors between one strip to another.



## FLEXIBILITY

The RGB LED strips come in both soft and hard strips.



## MODULAR

The Interactive Collection is comprised of a variety of Outform Standard Modules (OSM) which communicate by way of ODC protocol. ODC protocol enables a dynamic eco-system by which multiple OSMs can interact and trigger relevant experiences.



### INTERACTIVITY

By combining this controller with different sensors and triggers, this experience can support a combination of user interactions such as touch, voice, motion, and many more.



### CURRENT

The current can support up to 3 meters of LED strip.



### RGB CONTROLLER

The controller can create unlimited color combinations.



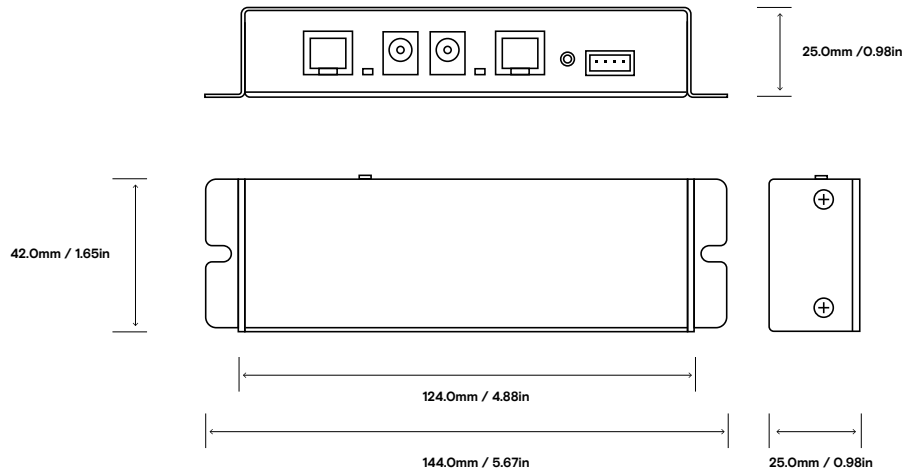
### OIE

Outform Interactive Editor gives you the tools to create your own experiences with ease using Control Center configuration



# RGB LED LIGHT ADD-ON TECHNICAL SPECIFICATIONS

## PRODUCT SIZE



### ODC POWER

VOLTAGE RANGE: DC 10-20V

MAX UNIT POWER CONSUMPTION: 0.14W

### LEDS PARAMETERS

CHANNEL QUANTITY: 1

INPUT VOLTAGE RANGE: 12-20V

MAX CURRENT PER CHANNEL: 1A

OVER CURRENT PROTECTION: 1A

### EDS PROTECTION

LEDS LINES: IEC 61000-4-2 LEVEL 4

ODC DATA LINES: IEC 61000-4-2, LEVEL 4 (ESD)

### SUPPORTED LIGHT MODES

PWM FREQUENCY: 125HZ/ CHANNEL



## FAQ

### **HOW MANY LED STRIPS CAN BE ADDED TO AN EXPERIENCE?**

As many as needed.

### **HOW LONG CAN ONE LED STRIP BE?**

The Max length per single LED channel is three meters.

### **CAN THE LED STRIP BE TURNED ON AND OFF?**

Yes, and change brightness as needed.

### **CAN THE LED STRIP BE TRIGGERED BY ANY SENSOR?**

Yes, the RGB Light add-on can be triggered by voice commands, buttons, motion or RFID.



# WHITE LED LIGHT EXPERIENCE ADD-ON



## HIGHLIGHT PRODUCTS & INSPIRE ENGAGEMENT

Add this white LED light controller to any of the Interactive Collection experiences to direct shoppers to highlighted products and inspire engagement. With an easy to use light controller, this experience can be used to turn LED light strips on/off and create unlimited dimming options.



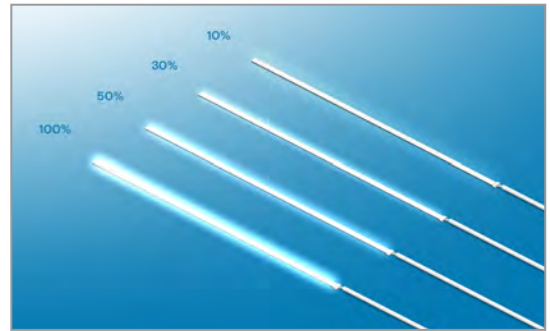




# WHITE LED LIGHT ADD-ON

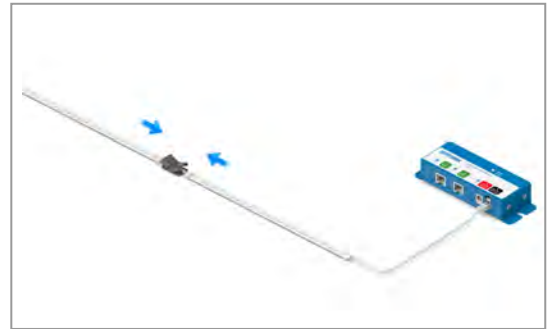
## DIMMING

The White LED Add-On can be configured to 8 different light intensities and behaviors.



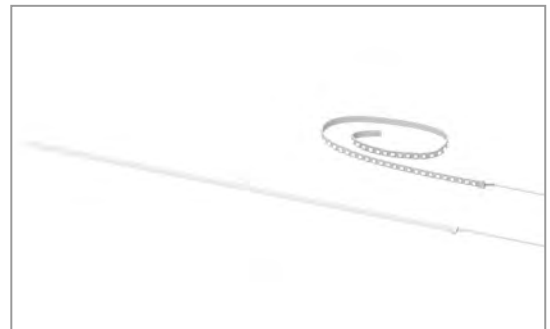
## EASY TO USE

Extend your White LED Strips with simple extension cable connections or quick connectors between one strip to another.



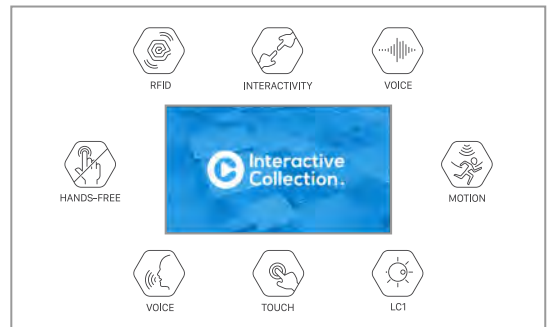
## FLEXIBILITY

The White LED strips come in both soft and hard strips.



## MODULAR

The Interactive Collection is comprised of a variety of Outform Standard Modules (OSM) which communicate by way of ODC protocol. ODC protocol enables a dynamic eco-system by which multiple OSMs can interact and trigger relevant experiences.



### INTERACTIVITY

By combining this controller with different sensors and triggers, this experience can support a combination of user interactions such as touch, voice, motion, and many more.



### LIGHT CONTROL

The white light add-on supports a variety of light intensities such as On / Off, Dim or flash control



### CURRENT

The current can support up to 3 meters of LED strip.



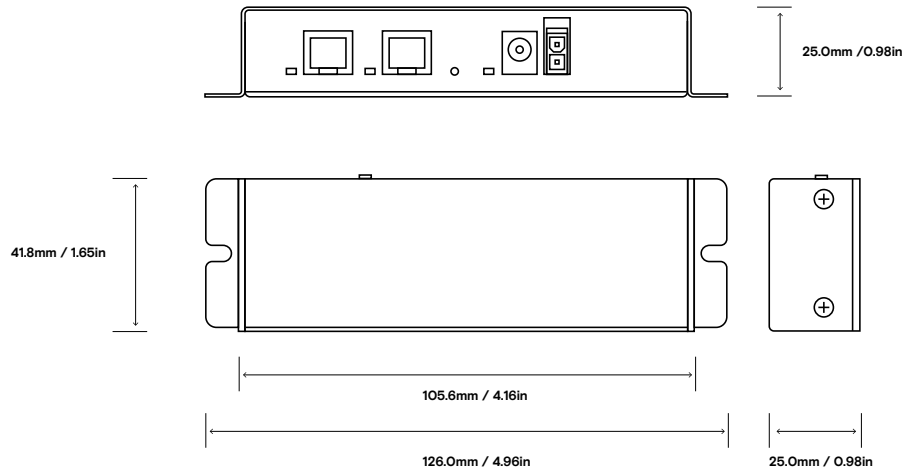
### OIE

Outform Interactive Editor gives you the tools to create your own experiences with ease using Control Center configuration



# WHITE LED LIGHT ADD-ON TECHNICAL SPECIFICATIONS

## PRODUCT SIZE



### ODC POWER

VOLTAGE RANGE: DC 10-20V

MAX UNIT POWER CONSUMPTION: 0.14W

### LEDS PARAMETERS

CHANNEL QUANTITY: 1

INPUT VOLTAGE RANGE: 12-20V

MAX CURRENT PER CHANNEL: 2

OVER CURRENT PROTECTION: 2A

### EDS PROTECTION

LEDS LINES: IEC 61000-4-2 LEVEL 4

ODC DATA LINES: IEC 61000-4-2, LEVEL 4 (ESD)

### SUPPORTED LIGHT MODES

PWM FREQUENCY: 30KHZ



## FAQ

### **HOW MANY LED STRIPS CAN BE ADDED TO AN EXPERIENCE?**

As many as needed.

### **HOW LONG CAN ONE LED STRIP BE?**

The Max length per single LED channel is three meters.

### **CAN THE LED STRIP BE TURNED ON AND OFF?**

Yes, and change brightness as needed.

### **CAN THE LED STRIP BE TRIGGERED BY ANY SENSOR?**

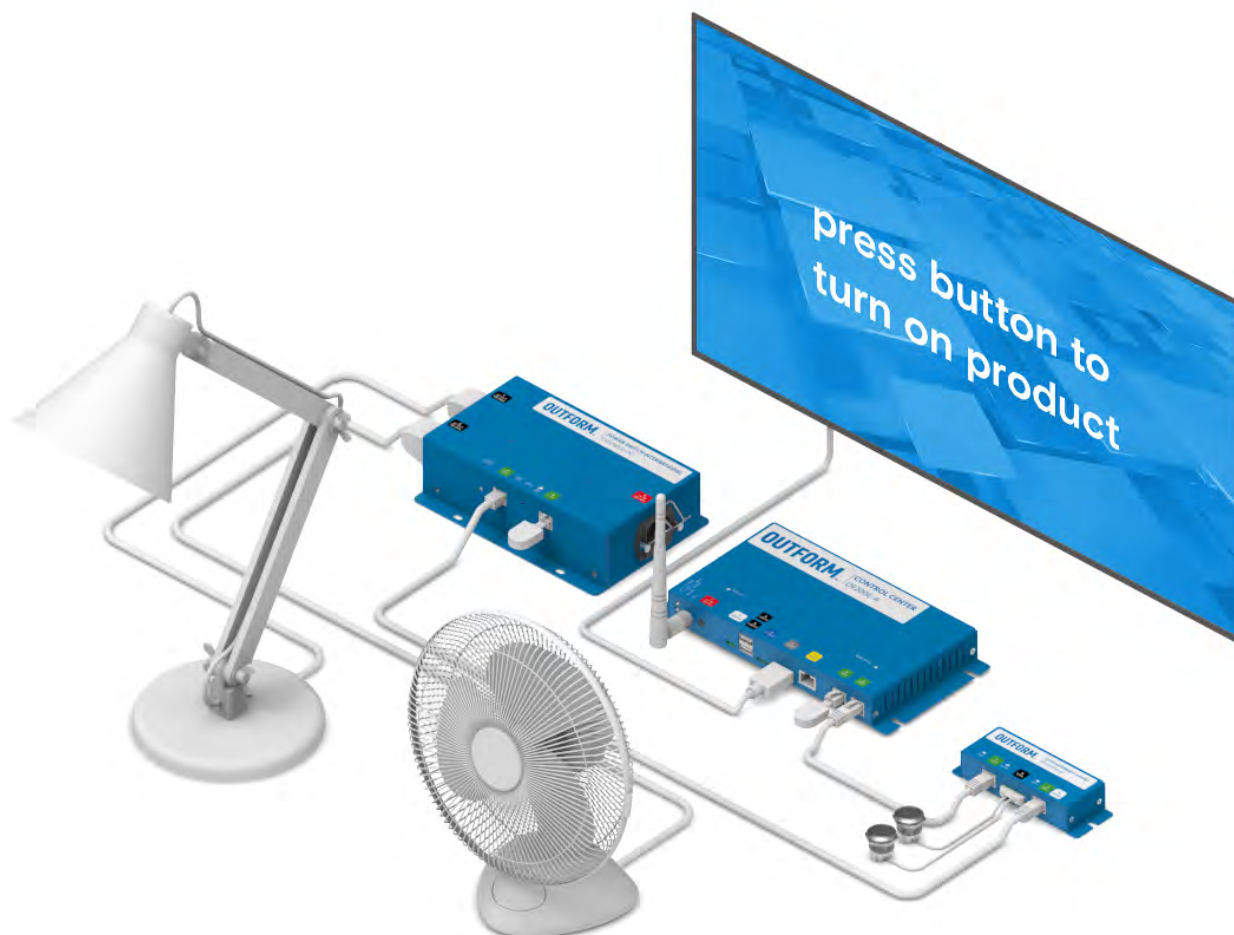
Yes, the White Light Add-on can be triggered by voice commands, buttons, motion or RFID.

# POWER SWITCH EXPERIENCE ADD-ON



## ENERGY SAVING CONTROLLER

The Power Switch Controller can be added to any experience to trigger display products, enabling them to be turned on and off as desired, to surprise and delight in-store. The Power Switch Controller can be used to safely control up to 2 devices, with up to ten amps of switching power per outlet.

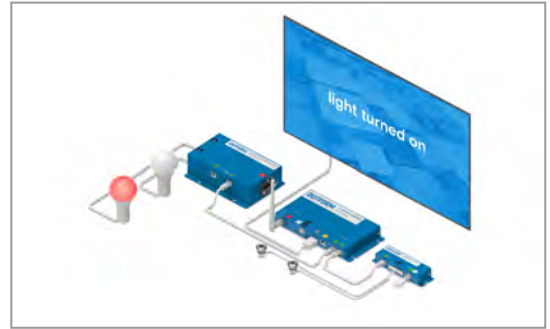




# POWER SWITCH ADD-ON

## ENERGY SAVING

Turn on AC powered devices only when triggered to save energy.



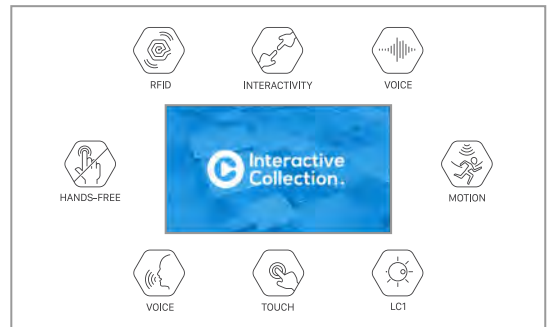
## ETL CERTIFIED

The ETL Mark is proof of product compliance to North American safety standards. Retail buyers accept it on products they're sourcing. And every day, more and more consumers recognize it on products they purchase as a symbol of safety.



## MODULAR

The Interactive Collection is comprised of a variety of Outform Standard Modules (OSM) which communicate by way of ODC protocol. ODC protocol enables a dynamic eco-system by which multiple OSMs can interact and trigger relevant experiences.



## INTERACTIVITY

By combining this controller with different sensors and triggers, this experience can support a combination of user interactions such as touch, voice, motion, and many more.



## POWER SWITCH

Simply power on and off any AC powered products on display.



## INTERNATIONAL PLUG SUPPORT

International standards of input and output plugs make this device usable in any country.



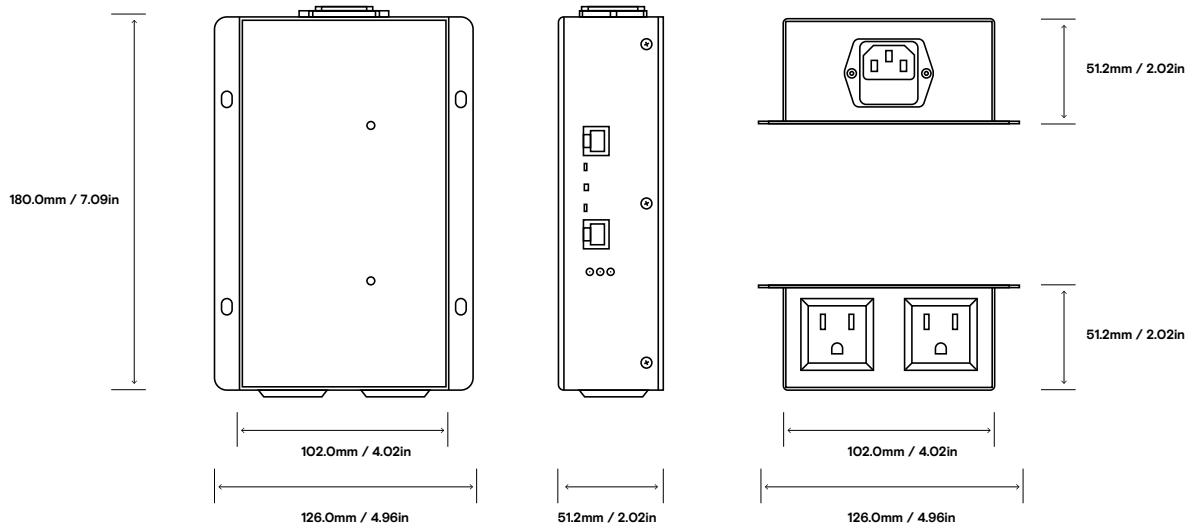
## OIE

Outform Interactive Editor gives you the tools to create your own experiences with ease using Control Center configuration



# POWER SWITCH ADD-ON TECHNICAL SPECIFICATIONS

## PRODUCT SIZE



<b>INPUT QUANTITY</b>	1
<b>OUTPUT QUANTITY</b>	2
<b>INPUT AC PLUG TYPE</b>	CAN BE CONNECTED/ DISCONNECTED TO/ FROM INPUT INTERNATIONAL VERSION: IEC C14
<b>OUTPUT AC PLUG TYPE</b>	INTERNATIONAL: UNIVERSAL AC PLUG
<b>MAX SWITCHING AC VOLTAGE (INPUT -&gt; OUTPUT)</b>	250V@5A
<b>MAX SWITCHING DC VOLTAGE (INPUT -&gt; OUTPUT)</b>	24V@5A
<b>ESD PROTECTION</b>	ODC DATA LINES: IEC 61000-4-2, LEVEL 4 (ESD)



## FAQ

### **HOW MANY AC POWERED PRODUCT CAN BE CONTROLLED BY THE POWER SWITCH CONTROLLER?**

The power switch controls up to 2 AC devices.

### **WHAT VOLTAGE IS THE POWER SWITCH COMPATIBLE WITH?**

240V – 110V

### **WHAT PLUG TYPES CAN BE SUPPORTED?**

US, EU, UK, AU

### **CAN THE POWER SWITCH BE TRIGGERED BY ANY SENSOR?**

Yes, the power switch can be triggered by voice commands, buttons, motion or RFID.