



Interactive Sensory Environments



About us

OMi specialise in the design, development and supply of gesture-controlled interactive technology for the Education, Health and Leisure sectors. We have hundreds of satisfied clients throughout the UK, and continue to support many with a range of new content, software updates and support services.

We truly value our customers and aim to deliver the best products and services to meet our clients' needs.

Warranty, Service & Support

All OMi gesture controlled systems are supplied with a comprehensive 12 month on-site warranty.

To ensure systems continue to perform at their optimum level for years to come, we offer extended warranty options from year 2 onwards and provide a full annual system service as part of this. We will contact you just before the first anniversary informing you of all the options. We provide telephone, on-line and on-site support using a fully trained team of OMi engineers. Support provided Mon to Fri, 9AM to 5PM.

Training

OMi gesture controlled systems come with two on-site training sessions. Following installation our expert team will provide handover training; then when you are ready to move onto the next level, we will come back to conduct the follow up training and show you how to get the most out of your system.

Content

At the heart of every OMi gesture controlled system is a huge suite of interactive content. Themes include; Interactive Music, Educational, Our World, Theme Explorer, Playtime, Sensory & Relaxation, Festive, Explore and others. There is something for everyone regardless of age and ability.





OMi Sensory Environments

Using a combination of cutting edge gesture controlled technologies and content development procedures, OMi Sensory Environments can be tailored to meet any requirements.

The all new interactive sensory environments from OMi present a breakthrough in the development of the 'sensory room'. Now for the first time users can have complete control of their surroundings without having to rely on automation or complex control systems.

These environments are 100% user controlled; with everything from the ambient lighting to the visual effects' falling directly within the users' sphere of influence.

A Sensory Environment from OMi is based around the ground breaking interactive systems omiBeam (interactive sensory lighting) omiVista (interactive floor projection), omiReflex (interactive wall projection) and omiLED (colour wash lighting).

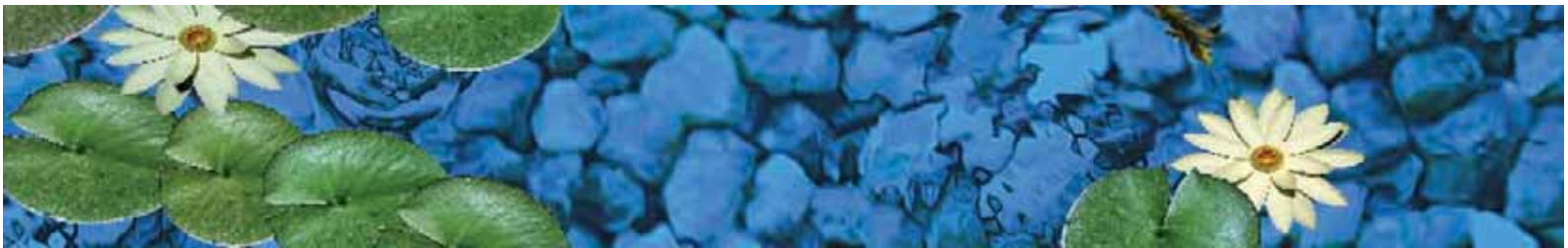
These revolutionary systems provide huge rewards as stand-alone systems, which are compounded when integrated together to create immersive experiences. OMi immersive environments empower, reward, teach, boost self confidence, improve communication skills and hand eye coordination and deliver multiple benefits to users.



We pride ourselves on our ability to offer an entirely different approach to those of our competitors. If you are looking to offer sensory room users the ability to control, manipulate, play and have fun within their environment, without excessive facilitator intervention, then an OMi custom developed solution is definitely right for you. Our creative team has extensive experience designing interactive exhibits for the commercial sector. We serve many high profile clients including, Harrods, McDonald's, Vodafone, Nike and Merlin Entertainment amongst others. We are pleased to be able to offer our extensive expertise and design knowledge in the area of interactive environments and exhibits to the multi-sensory arena.

What is so different about an OMi Sensory Environment?

- Over 50 interactive sensory themes
- Beautiful motion graphics and stunning interactive sound content.
- Easy to operate - everything responds to the smallest gesture or movement
- Easy customisation and personalisation of content
- All equipment can be interacted with by users – reduced facilitator intervention
- Superlative after sales care and support options



omiVista

The omiVista interactive projection system is powered by EyeClick™ and provides fun, exciting and engaging sensory learning experiences. The images projected by this intuitive and highly flexible system respond to the smallest gesture or movement, enabling students of all ages and abilities to easily interact and generate immediate, real-time audio-visual experiences.

omiVista helps promote inclusive practices in education by engaging students of all ages and abilities; whether it is students with PMLD learning through cause and effect or mainstream 16+ learning how to create their own interactive applications, omiVista offers scope for all.

" We have found the omiVista 'moving floors' a fabulous tool for us! Our children are fascinated by them, love them, will tolerate and even enjoy sharing the experience with others. Through this fabulous piece of equipment we have now taken video evidence of our children communicating with us and with each other in ways that we have not previously seen. Highly recommended! "

Jude Ragan OBE, Headteacher
Queensmill School for children with autism
Parsons Green



As standard omiVista is supplied with over 100 applications/effects created using 5 of the 18 currently available templates – Tunes, Splat, Wipe, Water, Scatter, Smash, Soccer, Hunt, Catch, Tiles, Trail, Sort, Whack, Basketball, Double Splat, Pong and Cracks. Also available is the special EyeListen template which can run external applications such as: exe, swf, mov, avi. The content is varied and genuinely offers something for everyone. For those with a creative flare, it is possible to make your own applications using our easy-to-use omiVista software.

omiVista is supplied as a complete package and is available in 2 formats:

- omiVista Installation* – ceiling mounted projector assembly, suitable for; sensory rooms, interactive zones, main halls, reception areas and other.
- omiVista Mobile – this fully mobile self contained system can be wheeled around the premises and can even be transported from site to site

*The omiVista Installation package does not include a projector – exact requirement is subject to a site survey. We are happy to recommend and or supply a suitable projector.

"omiVista is the best piece of equipment we have purchased. It engages the children, encourages movement, team work, communication and visual skills. Pupils with autism and PMLD especially benefit from using it. It certainly ticks the box for Enjoy and Achieve. It's great fun and we love it".

Judith Chamberlain, Headteacher,
Lakeside School, Welwyn Garden City

omiVista is powered by  **eyeClick** Software licensed for use in Education and Healthcare sectors. Features watermarks.



omiBeam

The new and improved omiBeam interactive lighting system provides users with hours of fun packed learning and discovery. All that is required to interact with the system is for the user to pass part of their body through a visible beam of light (less than 2mm is required when system is optimally configured)

Every movement within a beam is rewarded with an image, sound or video event. You can play drums in a band, learn the alphabet or even venture out into space on a rocket journey.

omiBeam is supplied with a large and varied content package comprising over 50 themed interactive settings. And what is more, the system couldn't be simpler to operate: simply turn-on the power switch and omiBeam will take care of the rest – even telling you when it is ready to play!

If you are creatively inclined the system also enables you to create your own settings, with your own images and sounds triggered when users break the beams. Every omiBeam system is supplied with 2 training sessions to make sure users get the most from their systems.

“... We have 7 omiBeam Mobile units and the benefits are fantastic; they are used by every student in the school”

*Heather Davies, Headteacher,
Bridge Special School, Telford*



omiBeam comes in three formats:

- omiBeam Mobile * this plug n' play unit consists of 2 swivel-mirrored omiBeams housed in a self contained moveable unit. Ideal for wheelchair users!
- omiBeam Install * consists of 4 or 8 omiBeams installed in the ceiling. Most suitable for sensory rooms, main halls, class rooms and a host of other settings.
- omiBeam Combi * a cost effective solution comprising of a creative multi-beam installation coupled with a flexibility of an omiBeam Mobile.

*The omiBeam Installation packages do not include a projector – exact requirement is subject to a site survey. We are happy to recommend and or supply a suitable projector.



omiReflex

The omiReflex system is powered by EyeClick™, driven by omiVista and creates sensational visual effects with the projection of dynamic images onto vertical surfaces including walls, whiteboards and projector screens.

With all the same features as the horizontal projector system, omiVista, the omiReflex system offers additional benefits by using two cameras instead of just one. While one camera tracks users' movements, the second camera captures live images of the user and projects them in real-time onto the projected area, effectively putting the user inside the application.

Move your arms around to colour in pictures or scatter objects from the screen to reveal your own live image like a magic mirror.

Completely customisable, omiReflex allows users to add images, sounds and videos to create their own relevant applications. System comprises; a multi-media PC, omiReflex software licence, over 100 ready-made applications using 5 templates, 2 movement tracking systems and two on-site training sessions.

*The omiReflex Installation package does not include a projector – exact requirement is subject to a site survey. We are happy to recommend and or supply a suitable projector.



'We have found that the omiReflex motivates and encourages our students to participate in physical activity and has become an invaluable therapeutic tool.'

Dee Nockles, Senior Physiotherapist
Treloar College, Alton

omiSmart Table

Using the omiSmart Table users can get hands-on with digital information in a way that is more natural and intuitive. omiSmart is powered by EyeClick™ and uses cameras to sense hand gestures and touch and then moves images on the table accordingly.

The omiSmart Table is driven by omiVista and is a versatile learning platform where students can explore, create and learn together. The user interface is extremely intuitive, enabling even the youngest children to play games and learn.

- The omiSmart Table employs a rear projection system which displays an image onto the underside of the screen.
- Finger movement is tracked by infrared-monitoring cameras positioned underneath the display.
- The movement recognised by the monitoring system is sent to the running applications which then make proportional changes to the content displayed on the screen.





Interactive Plasma Screens

The inclusive nature of the Interactive Plasma ensures that people of all ages and abilities can successfully explore the joys of computing simply by using touch.

Using a finger in place of a mouse is for many, a more direct and tangible way to engage with a computer. Interaction is responsive, highly intuitive and instantly gratifying for users. What's more, our range of Interactive Plasma Screens can be customised to meet individual needs.

Because the Plasma is connected to a laptop or PC it is capable of turning 'Any Program' into a touch controlled application, so you can access all your favourite on-line games, websites, and educational software with just the touch of a finger.

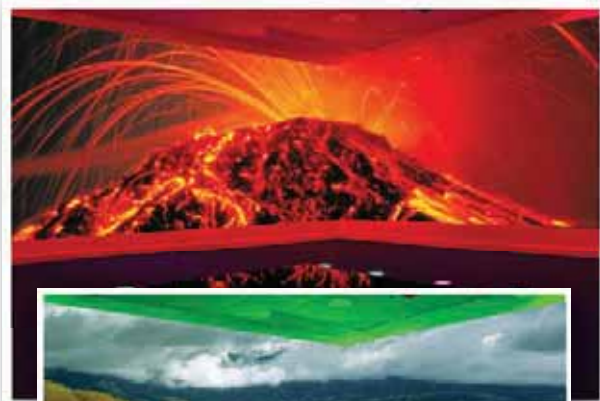
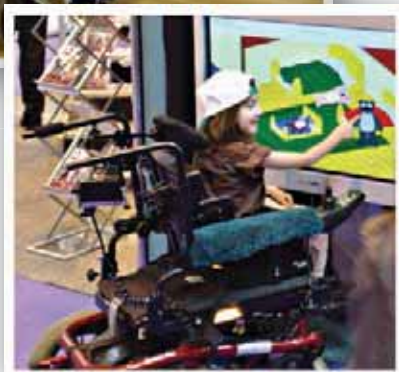
We offer a range of screen sizes from 42" to 65" and a choice of electrically height adjustable wall lifts and trolleys.

Colour Wash Lighting

The Interactive Colour Wash System is ideal for both sensory and educational application. Any environment can be turned into a vibrant and dynamic learning zone with the addition of LED colour wash. Light literally floods the walls/ceiling with colour to create a kaleidoscope of subtly morphing hues.

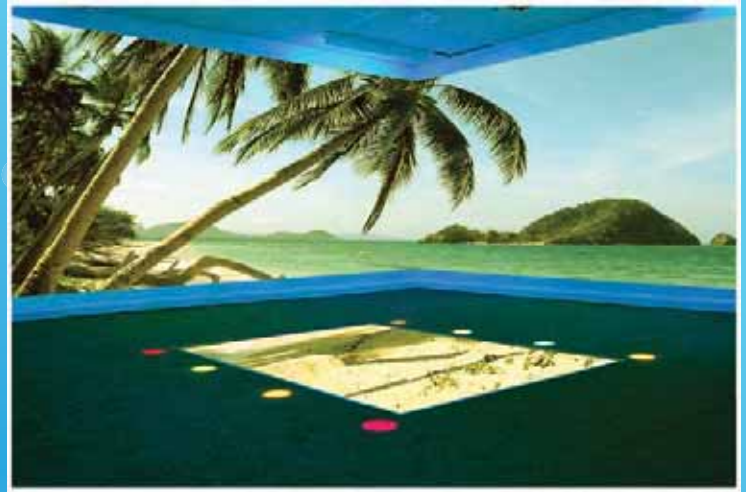
Colours can be matched to moods or set to reinforce a theme, for instance you could be learning about the environment with a range of green hues flooding the walls; having the ability to control the lighting in a learning environment / sensory room means having the ability to control the feel and atmosphere of the space.

The system is supplied with either a wall mounted or wireless colour switch controller that students can trigger simply by touching the colour they wish to select. There is a vast array of preset programmes for users to choose from that make the colours behave in different ways – it is possible to automate the system to pass through the entire colour spectrum.



What next?

If you would like to find out more about our products and services, please contact us on the number below and a member of our special needs team will be happy to talk you through the options. If necessary we can arrange a free on-site demonstration. If you would like to speak to an active OMi system user working in a similar environment to yours, we have many clients that will be happy to speak with you.

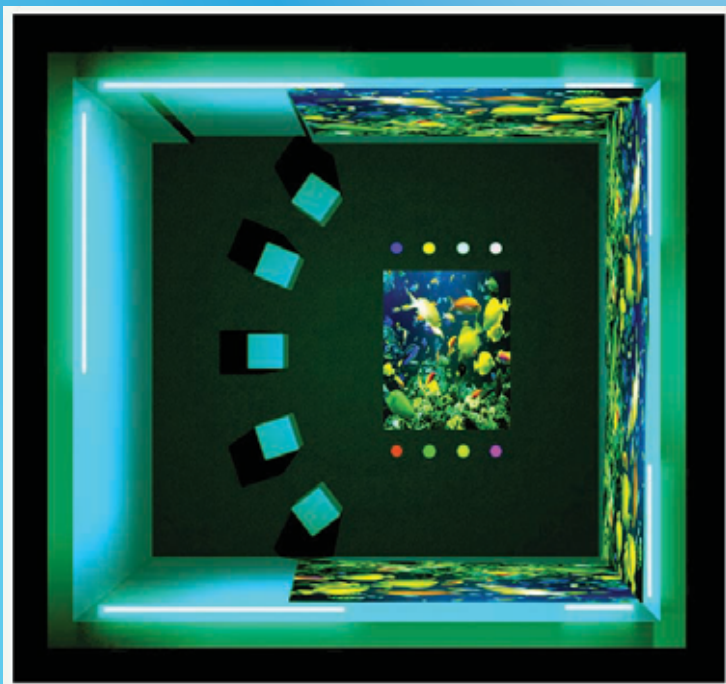


Sensory Environment design

We provide a free consultation service for sensory rooms and interactive environments. Our designer will be happy to visit you to discuss your requirements and prepare a design tailored to your specific needs. A full system specification and no obligation quotation will be provided.

To view videos and read our case studies visit our website
www.om-interactive.com

Please call us to discuss your requirements on: 01442 215 555



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