

The omiReflex system is powered by EyeClick™ and creates sensational visual effects with the projection of dynamic images onto vertical surfaces including walls, projection screens and any other vertical surface. Completely accessible for people of all ages and abilities, omiReflex provides engaging, meaningful and interactive experiences.



The projected images react to the slightest gesture or movement so interaction is immediate and highly responsive. The system has all the same features as the interactive floor projector omiVista with an additional benefit.



Using two cameras, one to track gesture movements while the other captures live images, omiReflex projects users onto the screen and enables them to see themselves interacting. This not only enhances the interactive experience but also helps develop self-awareness and increase confidence while promoting physical activity.

Completely customisable, the omiReflex system allows users to easily add images, sounds and videos to create their own personalised applications.

### Foundation & Primary

- Engaging, immersive, fun
- Helps pupils embed learning through interactive experiences
- Starting points for creativity
- Develop problem-solving and thinking skills
- Supports independent and group learning

### Secondary

- Creative opportunities for curriculum development in multimedia and design
- Meaningful contexts to help pupils develop Personal Learning, Thinking and Functional Skills, as well as system programming skills
- Extend opportunities for critical reflection and group learning projects
- Inspirational technology enhances pupil motivation and engagement and reduces challenging behaviour

### Special Education Needs

- Students of all abilities can generate exciting sound and visual experiences so confidence increases and quality of life is enhanced
- Develops memory, a greater understanding of cause and effect and self awareness
- Highly engaging real-time reactions improve visual skills concentration, coordination and spatial awareness.
- Encourages movement, team work and communication

The omiReflex system is supplied with:

- Over 300 pre-set applications arranged over 3 difficulty levels
- omiReflex interactive software with 5 templates of 18 currently available  
Wipe, Water, Splat, Tunes and Scatter
- 2 Movement tracking camera system with an I/R source
- Preconfigured multimedia PC with video capture card
- Multimedia speakers with wireless radio keyboard
- 2 on-site training sessions; handover and follow up
- Site survey where applicable

A video projector is required but is not supplied as standard. The system can be connected to your existing video projector or we can supply and install one at the same time. There are currently 18 interactive templates to choose from( Wipe, Splat, Scatter, Water, Tunes, Catch, Hunt, Smash, Football, Tiles, Trail, Sort, Whack, Basketball, Double splat, Swap, Cracks, EyeListen) All of these templates can easily be updated with pictures (Jpeg/PNG) videos (Mpeg/AVI) and sound files (Wav/MP3). Parameters such as; sensitivity, speed, intensity, direction, return delay, and many others can all be varied to produce an infinite number of custom effects.

A full range of system enhancements is also available, including live streaming and additional template packages. Please contact us for more details.

## 5 Standard Templates



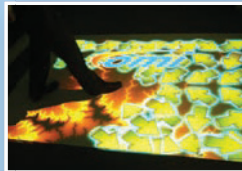
### Wipe

Upon interaction the top image is wiped away showing a smooth glowing transition effect as the lower image is gradually revealed .



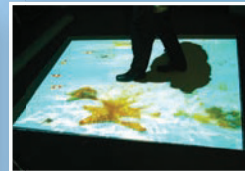
### Splat game

Animated objects appear randomly on the surface and try to avoid players. When a player stomps on an object it produces an animation accompanied by a sound.



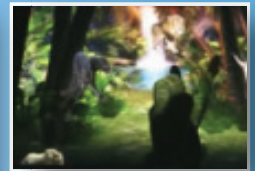
### Scatter

The top image consists of many small images distributed across the surface of the projection, when interacted with they scatter away to reveal the image below.



### Water

This template provides a realistic water effect, which when interacted with creates a ripple effect distorting the underlying image.



### Tunes

Interact with multiple images to activate different images and sounds

