

# Mon LUMI Versions





### Present range



MAP	AIR	AKTIV	TAG	SELECT	Outdoor	OEM
Technologies: Mapping - Eco Map - 3D Map	Technologies: - Screen Replication	Technologies: Movement detection - AKTIV	Technologies: - QR code & TAG reader	Technologies: - Computer Vision - Laser - Object:2D and 3D recognition	Technologies: - AKTIV MAP	Technologies: - All MON LUMI techs - Adaptable to all suspensions
Sizes: - S - M - L - XL - Outdoor	Sizes: - S - M	Sizes: - S - M - L - XL - Outdoor	Sizes: - S - M	<b>Sizes:</b> -	Sizes: - XL	Sizes: -



### New developments to come

SELECT Mir	ni	AKTIV Home	AKTIV Mini Waiting room	AKTIV Light	MAP Light	SPOT	AIR Pop
Technologies - Compute Vision		Technologies: - Aktiv Movement detection	Technologies: - Aktiv Movement detection	Technologies: - Aktiv - Light projector	Technologies: - MAP - Light projector	Technologies: - MAP - Aktiv	Technologies: - Pop & Link
Applications:  - Kitchen de  - Collaborationsk (coworking Architects, Technical meetings)	ive g,	Applications: Decoration and animation - Kids room - Entrance corridor - Living room table	Applications: Decoration and animation - Waiting room	Applications: Interactive Indoor/ Outdoor Light projection	Applications: I Indoor/Outdoor Light projection for signalization	<b>Applications:</b> Wall projection	Applications: Menu ordering
Sizes: - XS		Sizes: - XS - S	Sizes: - XS - S	Sizes: - G-L - G-XL	Sizes: - G-L - G-XL	<b>Sizes:</b> -	<b>Sizes:</b> -





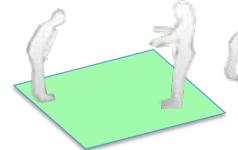


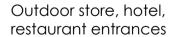














Brighter environments or larger tables or floors usages





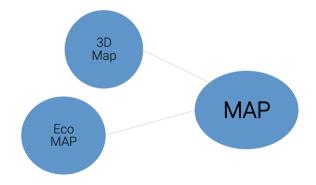


1 to 4 people. Sizes depend on light conditions from S to M and L

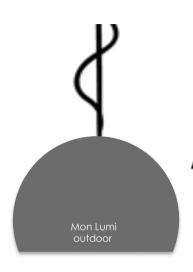
home use, very controlled light conditions



## MON LUMI MAP















Lamp type: MON LUMI MAP

**Environment:** Indoor & outdoor use

Sizes available : Small, Medium, Large, XL, Outdoor

Applications: Table, Counter (S/M/L), Floor (XL and Outdoor)

#### Use:

- Sales and information desk mapping
- Furniture Decoration
- Advertisement teaser
- Dining special effects and experience (table, plates animations)
- Etc...

#### Nb of simultaneous users:

Small: 1 to 2/4 people (4 in low light conditions)
Medium: 1 to 4/6 people (6 in low light conditions)
Large: 2 to 4/6people (6 in low light conditions)
XL: 4 to 8 persons (more if floor projection)

Outdoor: 4 to 8 persons

#### **Software:**

Mon Lumi XL

- Eco MAP (simple mapping)
- 3D MAP (3d Mapping with objects insertions)

#### **Operating mode**

Tables, counters and floors are mapped with video contents projected through the MON LUMI lamp

#### **Options:**

- Sound via Bluetooth







Mon Lumi

XL







### MAP

#### Technologies:

Mapping

- Eco Map 3D Map``

#### Sizes:

- Μ
- XL
- Outdoor

#### Best use cases:

- Product information
- Dynamic Decoration
- Floor Signage



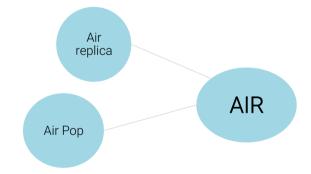








# MON LUMI AIR





#### AIR

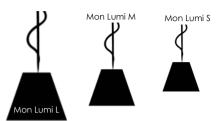
#### **Technologies:**

- Screen Replication

#### Sizes:

- M
- \_ |







Lamp type: MON LUMI AIR

**Environment:** Indoor use

Sizes available: Small, Medium, Large

**Applications :** Table, Counter (S/M/L)

#### Use:

- Sales and information desk duplication (bank, insurance, Pharmacy, train, etc..)
- Co working information duplication
- Picture and video sharing in table projection in restaurants
- Etc...

#### Nb of simultaneous users:

Small: 1 to 2/4 people Medium: 1 to 4/6 people Large: 1 to 4/6people

#### Software:

AIR software

#### **Operating mode**

 Tablets, Laptops and Smartphone log to the lamp via screen sharing application and provide the contents to a larger audience via the MON LUMI lamp

#### **Options:**

- Sound via Bluetooth





Interaction through external devices (Smartphones, Tablets, Laptops, Computers)



- Sales and information desk duplication (bank, insurance, Pharmacy, train, etc..)





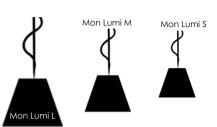


#### Technologies:

- Screen Replication

#### Sizes:

- (
- M
- -









#### Operation mode:

On the table are projected QR codes which allow the public by flashing the code to log in with their devices (Android, IOS or Windows)
Once logged in, the persons at the table can share and view the contents of one or several devices simultaneously.

#### **Applications:**

- Photo viewing during waiting time at a restaurant
- Games playing, using the smartphone as a joystick
- Collaborative work, and Document presentation



Interaction through external devices (Smartphones, Tablets, Laptops, Computers)

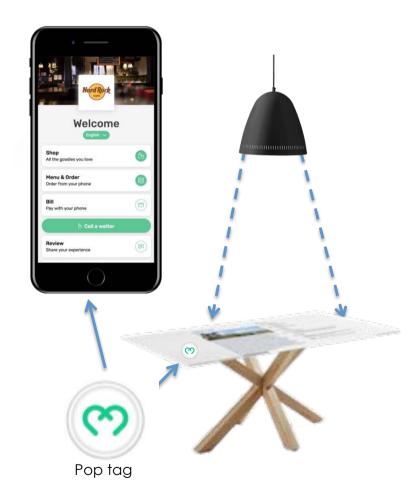
#### AIR POP

#### **Technologies:**

- Pop RFID tag

#### Sizes:

- M
- \_





**Lamp type:** MON LUMI POP

**Environment:** Indoor use

**Operation:** User puts his phone in contact with the pop tag which links the phone directly to the target page and displays contents on the table.

**Applications :** Table, Counter (S/M/L)

#### Use:

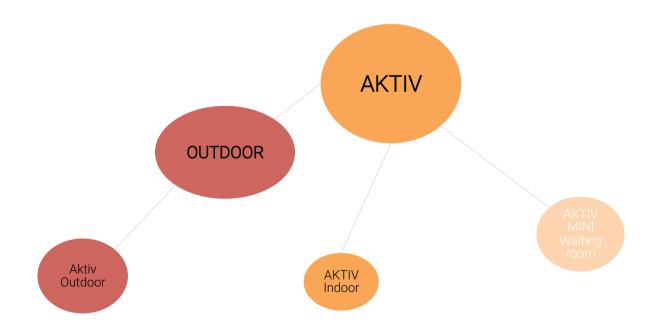
- Menu ordering in restaurants and bars
- Gaming (smartphone becomes joystick)
- Picture and video sharing in table projection in restaurants
- Etc...

Models & simultaneous users: Small, Medium, Large

Small: 1 to 2/4 people Medium: 1 to 4 people Large: 1 to 4 people



## MON LUMI AKTIV







Lamp type: MON LUMI AKTIV

**Environment:** Indoor & outdoor use

Sizes available: Small, Medium, Large, XL, Outdoor

#### Operating mode:

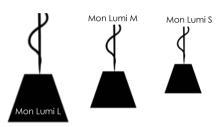
• Tables, counters and floors are mapped with interactive video contents projected through the MON LUMI lamp. The detection is made through movement recognition and images are modified when interaction is created with visitors entering the animation area.

#### **Software:**

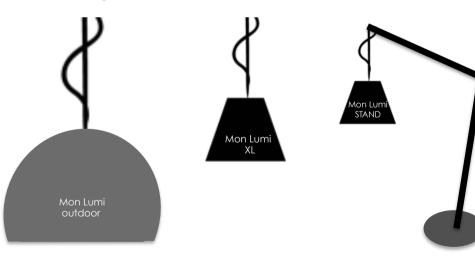
- AKTIV software
- 3 Effects included (selection in Online Effects catalog with games and animations)



#### Small sizes: S – M - L



### Large sizes: Stand, XL, Outdoor





#### Sizes & Nb of simultaneous users:

Small: 1 to 2/4 people (4 in low light conditions)
Medium: 1 to 4/6 people (6 in low light conditions)
Large: 2 to 4/6people (6 in low light conditions)
XL: 4 to 8 persons (more if floor projection)

Outdoor: 4 to 8 persons

#### **Use & Applications:**

Table, Counter (S/M/L), Floor (XL and Outdoor)

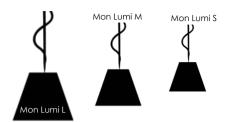
- Teasers and games on tables (retail, hospitality, etc.)
- Interactive mapping on cash out desks (retail, hospitality, etc.)
- Games & Kids areas (retail, Hospitality, Malls, Hospitals, Banks)
- Etc...

#### **Options:**

- Sound via Bluetooth









### AKTIV (small versions)

# **Technologies:**Movement detection

- AKTIV

#### Sizes:

- 5
- M
- \_
- XL
- Outdoor

#### Best use cases: Table projection

- Visual Entertainment, Teaser information, Games
- Kids areas, Waiting areas, Bars, restaurant and hotel lobbies
- Medical: Kids, Autism & Elderly people stimulation













### AKTIV (Large versions)

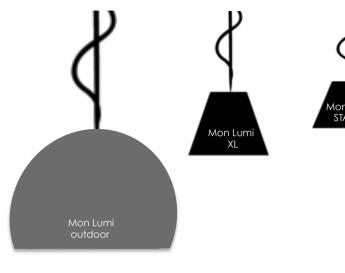
#### **Technologies:**

Movement detection

- AKTIV

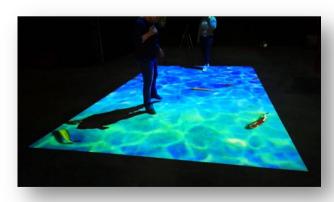
#### Sizes:

- S
- M
- 1
- XL
- Stand
- Outdoor





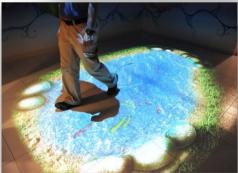
- Corporate Waiting areas, Bars, restaurant and hotel lobbies
- Stores floor projections
- Large Kids areas





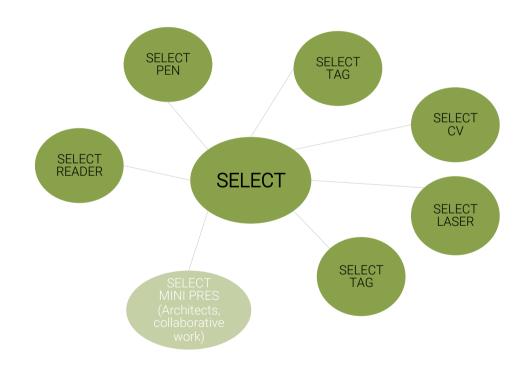








# MON LUMI SELECT





Interaction through multitouch & object recognition

# Mon Lumi M Mon Lumi S







#### **SELECT**

#### **Technologies:**

- Computer Vision
- Laser
- Object:2D and 3D recognition

#### Sizes:

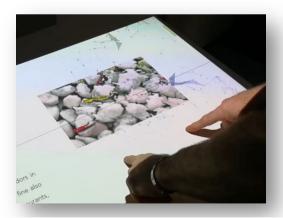
- M

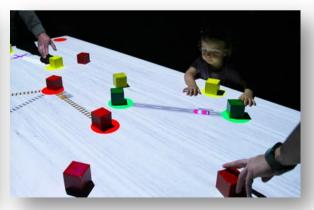
#### Operation:

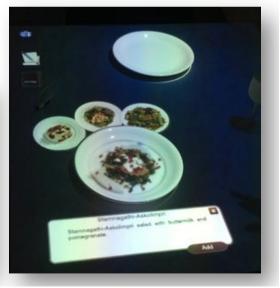
- The following slides present all different versions of the SELECT version of the MON LUMI lamps.
- They all offer various ways for users to interact with the contents provided by the lamp

#### Best use cases:

- Point of purchase customer engagement, Information, and sales
- Kids & Waiting areas, Bars, restaurant and hotel lobbies

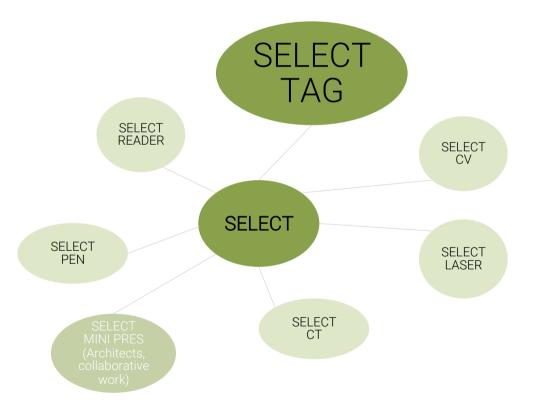








# MON LUMI SELECT TAG





Interaction through document recognition









**Environment:** Indoor use

**Operation:** Lamp recognizes 2D elements like QR codes and Barcodes, or brochures, book pages, flyers, etc.., and creates an animation linked to the recognition made.

When the code, page or document is recognized, a video can be played on the table, around the object or a menu appears to propose more information.

2D: brochures, leaflets, flyers, QR codes, Price tags



**Applications :** Point of purchase, shelves, tables, Counters, etc... (S/M/L)

#### Uses:

- Augmented reality Product information (with price tar, QR code, flyer or packaging recognition
- Store product information
- Customer engagement (when grabbing brochure something happens)

#### Models & simultaneous users:

Small, Medium, Large Small: 1 to 2/4 people Medium: 1 to 4 people Large: 1 to 4/8 people

**Operating conditions:** From 0,8 to 5 metres Page or QR code recognition

**Options:** Can be combined with:

- RFID reader to to transmit information to the lamp.
- Touch Functions (SELECT Laser or SELECT CV)
- Bluetooth sound



Interaction through object recognition





**Environment:** Indoor use

**Operation:** Lamp recognizes 3D elements like objects with texture, product boxes, 3D logos, etc.. and creates an animation linked to the recognition made.

When the object is recognized, a video can be played on the table, around the object or a menu appears to offer more rich media information.

3D: Product boxes, Objects, etc.

**Applications :** Point of purchase, shelves, tables, Counters, etc (S/M/L)

#### Uses:

- Augmented reality Product information (with price tar, QR code, flyer or packaging recognition
- Store product information
- Customer engagement (when grabbing brochure something happens)

# mon Lumi

TAG – 3D textured Objects

#### Models & simultaneous users:

Small, Medium, Large Small: 1 to 2/4 people Medium: 1 to 4 people Large: 1 to 4/8 people

**Operating conditions:** From 0,8 to 3 metres object recognition



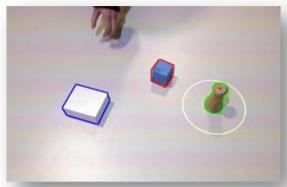
#### **Options:**

- RFID reader transmitting information to the lamp.
- Touch Functions (SELECT Laser or SELECT CV)
- Object used as selector
- Bluetooth sound



Interaction through object recognition





**Environment:** Indoor use

**Operation:** Lamp recognizes 3D elements like objects without texture (plates, forks, knives etc.), etc.. and creates an animation linked to the recognition made.

When the object is recognized, a video can be played on the table, around the object or a menu appears to offer more information.

3D: Plates, Glasses, Forks knives, etc.

**Applications:** Point of purchase, shelves, tables, Counters, etc. (S/M/L)

#### Uses:

- Augmented reality Product information (with price tar, QR code, flyer or packaging recognition
- Menu selection
- Games
- Store product information
- Customer engagement

### Models & simultaneous users :

Small, Medium, Large Small: 1 to 2/4 people Medium: 1 to 4 people Large: 1 to 4/8 people



TAG – 3D texture-less Objects

**Options:** Can be combined with:

- RFID reader transmitting information to the lamp.
- Touch Functions (SELECT Laser or SELECT CV)
- Object used as selector
- Bluetooth sound

**Operating conditions:** From 0,8 to 3 metres object recognition

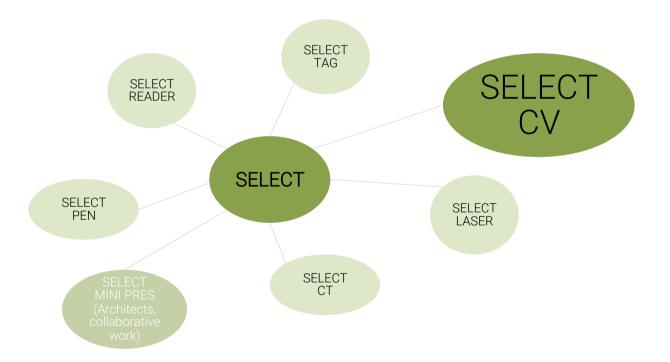








(CV: Computer Vision)







**Environment:** Indoor use

**Operation:** through its sensors and cameras, the Lamp recognizes hand and fingers and makes any table become a multitouch surface.

It is then possible to project information on any table and make it interactive like a multitouch table.

**Applications:** Restaurants, hotels, bars, showrooms, Point of purchase, shelves, tables, counters, etc.

#### **Uses:**

- Assisted sales
- Menu selection
- Product information
- Games



Models & simultaneous users: Small, Medium,

Large

Small: 1 to 2/4 people Medium: 1 to 4 people Large: 1 to 4/8 people

**Operating conditions:** maximum distance for finger

detection 0,8, and up to 1,5 metres for Hand

detection

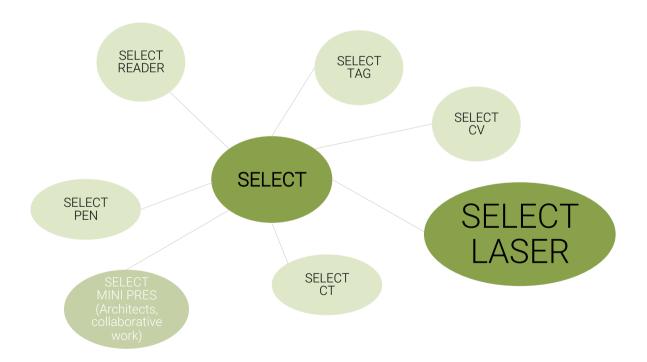
**Options:** Can be combined with:

- RFID reader to transmit information to the lamp.
- Bluetooth sound

















**Environment:** Indoor use

**Operation:** Using a mix of computer vision and laser technology, the lamp can recognize very precisely any contact point on the table and make it become a multitouch surface. This approach requires to add a small Laser emitter on the table. and make it interactive like a multitouch table.

**Applications:** restaurant, hotels, bars, showrooms, Point of purchase, shelves, tables, counters, etc.

#### **Uses:**

- Assisted sales
- Menu selection
- Product information
- Games

Models & simultaneous users: Small,

Medium, Large

Small: 1 to 2/4 people Medium: 1 to 4 people Large: 1 to 4/8 people

**Operating conditions:** Maximum distance is determined by luminosity constraints and projector capacity. From 0,5 up to 3 meters

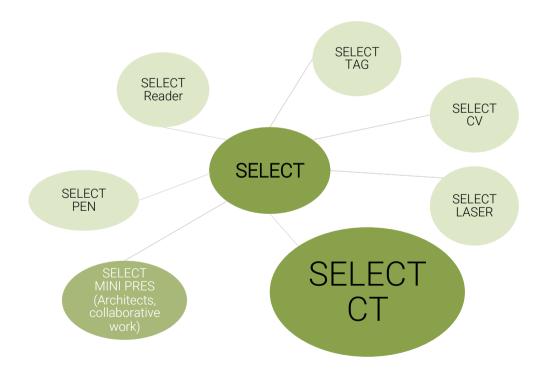
**Options:** Can be combined with:

- RFID reader to transmit information to the lamp.
- Bluetooth sound





(CT: Capacitive Touch)







### Models & simultaneous users :

Small, Medium, Large Small: 1 to 2/4 people Medium: 1 to 4 people Large: 1 to 4/8 people

#### **Operating conditions:**

Maximum distance is determined by luminosity constraints and projector capacity. From 0,5 up to 3 meters

Power is required for the capacitive bar

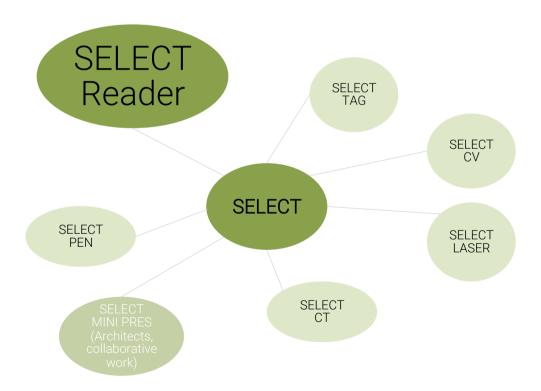
**Options:** Can be combined with:

- RFID reader to transmit information to the lamp.
- Bluetooth sound





### MON LUMI SELECT Reader







**Environment:** Indoor use

**Operation:** The Mon LUMI lamp is combined with a RFID, TAG/QR code reader, or External Tablet camera reader and gives the possibility to identify products which are being scanned and identified by the readers and provide rich media contents associated with the recognized reference.

**Applications:** Point of purchase information points

#### **Uses:**

- Assisted sales
- Product information





#### Models & simultaneous users:

Small, Medium, Large Small: 1 to 2/4 people Medium: 1 to 4 people Large: 1 to 4/8 people

#### **Operating conditions:**

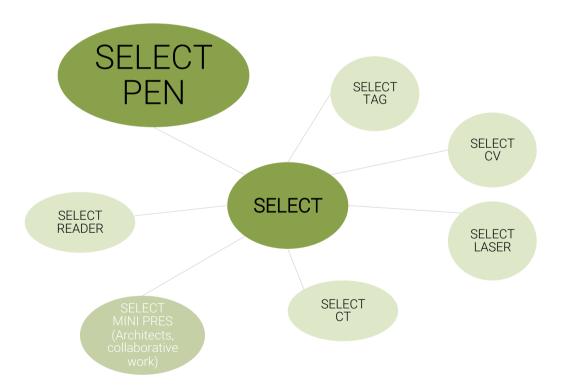
Maximum distance is determined by luminosity constraints and projector capacity. From 0,5 up to 3 meters

**Options:** Can be combined with:

- Touch technologies (CV, LASER or CT).
- Bluetooth sound











is made of a combination between camera detection and IR pen which offers higher accuracy at bigger distances. The potential applications are numerous, as the table becomes as in the other SELECT versions a touch device. Nb: several users can act simultaneously on the displayed application. Each user interacts via ONE touch contact with

**Applications:** Restaurants, Co working applications

Application browser navigation







#### Models & simultaneous users:

Small, Medium, Large Small: 1 to 2/4 people Medium: 1 to 4 people Large: 1 to 4/8 people

#### **Operating conditions:**

Maximum distance is determined by luminosity constraints and projector capacity. From 0,5 up to 2 meters

**Options:** Can be combined with:

- Touch technologies (CV, LASER or CT).
- Bluetooth sound

### Sensitive Architects









#### Your contact:

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