THE EVOLVING ROLE OF IT

As individuals continue to control more of their own technology experiences, the role of IT in the workplace is evolving. By developing a partnership between IT and Facility Management departments, companies are able to implement faster, more effective communication and collaboration tools, while increasing their focus on organizational security and network performance.
Collaborative Technology and IT

media:scape and IT

SECURE SHARING
Designed to communicate within an organization’s internal network, media:scape helps maintain secure communication for optimal sharing and collaboration. media:scape—developed with a small security profile—follows general security best practices so workers can share safely and seamlessly, regardless of location.

OPTIMIZED SUPPORT
The enhanced support system for media:scape with digital components features Maintenance Agreements that provide software/firmware enhancements, expedited shipping for hardware replacements and prioritized technical support.

MANAGE. CONFIGURE. ANYWHERE.
Manage media:scape systems anytime, anywhere, with media:scape Manager web-based software. Monitor the status of media:scape switchers and make configuration changes remotely. View maintenance history and add new devices. media:scape Manager helps IT ensure that system performance is optimized and streamlines system support.

Remote Configuration
No need for costly programming or on-site resources. Make media:scape configuration changes from anywhere.

Configuration History at a Glance
To help troubleshoot, media:scape Manager tracks and displays all configuration changes that have been made to a device over time.

Real-Time Monitoring
View dashboard to remotely monitor the status of all media:scape units.
Cabling Diagrams

media:scape Table

A COLLABORATIVE SETTING FOR OPTIMAL KNOWLEDGE SHARING.

• User simply connects a PUCK to a digital device to share video and audio content
• Supports up to eight PUCKs
• Display content on up to four screens (mounted on wall or totem)
• media:scape’s digital matrix switcher directs signals between multiple devices and flat screens, and the HDMI cable connects the switcher and scaler to ensure consistent image resolution
• Integration with HD videoconferencing available
• Globally consistent technology and experience for users, installers and IT professionals

Technical Information
Cabling Diagrams

media:scape Technical Guide

STEELCASE MEDIA:SCAPE TECHNOLOGY
TECHNOLOGY NOT PROVIDED BY STEELCASE
BUILDING NETWORK INFRASTRUCTURE
BUILDING POWER INFRASTRUCTURE
media:scape TeamStudio

WHERE ACTIVE PROJECT TEAMS WORK TOGETHER.

• Trapezoid tables give everyone a great view of monitors and ensure that all participants can be seen by remote users
• Stool-height provides a professional on-camera appearance
• Split table encourages people to move freely and access the project materials, vertical display and writing surfaces
• Monitors at each end of the split table
• Use up to eight PUCKs
media:scape TeamTheater

A COLLABORATIVE LOUNGE SETTING CONFIGURES IN PRACTICALLY UNLIMITED WAYS.

- Lounge seating encourages relaxed, informal collaboration
- Seven furniture pieces available to create multiple settings
- Integration with HD videoconferencing available* 
- Canopy provides additional privacy
- Ledge offers additional worksurface for extended teams
- Supports up to four monitors and four PUCKs

* See table

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Technical Information

STEELCASE MEDIA:SCAPE TECHNOLOGY

TECHNOLOGY NOT PROVIDED BY STEELCASE

BUILDING NETWORK INFRASTRUCTURE

BUILDING POWER INFRASTRUCTURE
media:scape mobile

TAKE MEDIA:SCAPE WHEREVER SEAMLESS COLLABORATION NEEDS TO HAPPEN.

• Wheel up to a sitting or standing height worksurface
• Requires no attachments, only power and data connections
• Media well includes four PUCKs and power outlets
• Supports up to a 42" LED monitor
• Integration with HD videoconferencing available*

media:scape mini

TRANSFORMS A WORKSPACE INTO A COLLABORATIVE WORK SETTING.

• Extend the media:scape experience to smaller, existing spaces
• Requires no attachments, only power and data connections
• Supports up to a 42" LED monitor
• Media well includes four PUCKs and power outlets

* See table
media:scape kiosk

A CONVENIENT WALK-UP VIDEOCONFERENCING EXPERIENCE.

• Sitting or standing-height videoconference solution in a small footprint
• Seamlessly bridges distances between distributed workers
• Includes single monitor, two PUCKs and two power outlets with a generous worksurface
• Ideal for impromptu or scheduled collaborations

FrameOne bench with media:scape

MEDIA:SCAPE’S COLLABORATIVE POWER COMBINED WITH THE REAL ESTATE OPTIMIZATION OF FRAMEONE BENCHING.

• Ideal for teams and functional groups
• Up to eight users can easily share digital and analog content
• Totem- or wall-mounted displays
• Supports up to four monitors and eight PUCKs
HDVC with Two media:scape Settings

COLLABORATION WITH HIGH-DEFINITION VIDEOCONFERENCE.

- Remote control for the videoconferencing system activates videoconference and controls camera.
- Shroud-mounted camera shows participants on remote screens.
- Users connect PUCKs to digital devices and simply press PUCK to display their content on screens at both locations.
- Flat screens display information shared between remote collaborators.
Matrix Switcher and Videoconferencing CODEC

SIMPLE, SELF-CONTAINED, SECURE CONNECTIONS.

• Up to 3 monitors connect for videoconferencing using monitor extension cables and scaler
• Up to 8 PUCKs connect from digital devices to media:scape, depending on the configuration
• media:scape HDMI cable connects to the digital matrix switcher (output #4) and the CODEC “content input”
• Cables provided with the CODEC connect to the matrix switcher: one cable transmits remote site audio and video from microphone and camera output, and the other transmits information shared from remote site’s content output
• Note: VGA/DVI or other outputs from CODEC may need to be converted to HDMI

[Diagram of media:scape Technical Guide]
Virtual PUCK Infrastructure

THE MEDIA:SCAPE VIRTUAL PUCK SYSTEM IS MADE UP OF SEVERAL COMPONENTS:

- Virtual PUCK Receiver: physical appliance installed inside a media:scape setting connected to the media:scape digital switcher
- Steelcase Application Server: virtual appliance installed on a host server to house the Virtual PUCK Registry
- Virtual PUCK Registry: software application hosted on the Steelcase Application Server; network communication mechanism for all Virtual PUCK Receivers and media:scape settings
- Virtual PUCK Application: client application installed on end users’ laptops (OS X and Windows); user interface for “Open, Connect, Share” experience

Technical Information
media:scape Tables

media:scape with digital technology will work with many different displays. When we determine whether to recommend a display for media:scape, we consider the physical and technical criteria.

**PHYSICAL**

media:scape Totem-mounted configurations using only one screen:
Select a 40", 42" or 46" display.
If one flat screen monitor is mounted per totem the max. screen dimension is W1180xH670mm. Attention: At TeamStudio the recommended diagonal screen dimension is overall max. W1080xH710mm.

media:scape Totem-mounted configurations using two or more screens:
Select 32" display.
media:scape dual display shroud has been specifically designed to support two displays of this size.
The use of a Dual Monitor Shroud requires a diagonal screen dimension of 32" per screen (overall max. W1650xH670mm)

**TECHNICAL**

Must have an HDMI input on the display.
media:scape technology sends video and audio signals to the display using the display’s HDMI input.

Must be CEC compliant.
media:scape technology uses a mechanism to perform power management of displays called Consumer Electronic Control (CEC). Most display manufacturers have given a branded term to this technology.
For example, LG calls CEC “SimpLink” and Samsung calls CEC “AnyNet” or “AnyNet+.”

Should be a commercial-grade display or equivalent; a display that is built to be in use for nine or more hours at a time. Displays on media:scape may be used for long periods of time during the day. We recommend the display be built to perform under this usage load.

If you have questions on which monitor is right for your application, please contact:
00800 2000 4000 - DACH, France, Benelux, UK & Ireland
+49 8031 405-111 - All other EMEA Countries
LineOne-en@steelcase.com
media:scape mini, mobile and FrameOne bench with media:scape

media:scape with digital technology will work with many different displays. When we determine whether to recommend a display for media:scape, we consider the physical and technical criteria.

**PHYSICAL**

Display size should match your media:scape product, either 40" or 42". media:scape mini, mobile and FrameOne can be specified in only two different sizes: 40" or 42". Be sure to find a display that is the correct size for your media:scape product.

mini mobile frameone bench.

Two shroud sizes are available. They are optimized to receive either a recommended 40" (overall max width 930mm) or 42" (overall max width 990mm) LED flat screen monitor.

The monitor should have a standard VESA mounting pattern (40" should be 200x200mm; 42" should be 400x400mm). media:scape mini, mobile and FrameOne have mounting hardware that is specifically designed to support standard VESA mounting patterns. The hardware may support different mounting patterns; however, we recommend that 40" displays use 200x200mm and 42" displays use 400x400mm.

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Must have an HDMI input on the display.

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00800 2000 4000 - DACH, France, Benelux, UK & Ireland

+49 8031 405-111 - All other EMEA Countries

Lineone-en@steelcase.com
### Technical Information

#### media:scape Technical Details

**VIDEO ROUTING**

<table>
<thead>
<tr>
<th></th>
<th>media:scape &amp; FrameOne Bench w/ Media:scape</th>
<th>media:scape Kiosk</th>
<th>media:scape Mobile</th>
<th>media:scape Mini</th>
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<tbody>
<tr>
<td>Resolution</td>
<td>Supports up to WUXGA 1920x1200</td>
<td>Supports up to WUXGA 1920x1200</td>
<td>Supports up to WUXGA 1920x1200</td>
<td>Supports up to WUXGA 1920x1200</td>
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</table>

- **Number of PUCK inputs**
  - (Any combination of HDMI, DisplayPort, Mini DisplayPort or VGA)
  - 4–8

- **Number of outputs**
  - 4

- **Number of AUX inputs**
  - 3

**VIDEO INPUT**

<table>
<thead>
<tr>
<th>Connector switcher PUCK in</th>
<th>HDMI female proprietary</th>
<th>HDMI female proprietary</th>
<th>HDMI female proprietary</th>
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<td>Connector switcher AUX in</td>
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<td>HDMI</td>
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</table>

**VIDEO OUTPUT**

| Connector switcher out     | HDMI female proprietary | HDMI female proprietary | HDMI female proprietary | HDMI female proprietary |

**AUDIO ROUTING**

- **Number of PUCK inputs**
  - 4–8

- **Number of outputs**
  - 4

- **Number of AUX inputs**
  - 3

**AUDIO INPUT**

- **Connector PUCK**
  - 3.5mm female
- **Connector switcher PUCK in**
  - HDMI female proprietary

**AUDIO OUTPUT**

| Connector switcher out     | HDMI female proprietary | HDMI female proprietary | HDMI female proprietary | HDMI female proprietary |

| Number of AUX outputs      | 1                       | 1                       | 1                       | -                       |

**OTHER FEATURES**

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<th>Management software</th>
<th>media:scape Manager</th>
<th>media:scape Manager</th>
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<td>Auto on/off displays</td>
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<td>100–127–50/60Hz.10A</td>
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</tbody>
</table>

**PUCK CONNECTION OPTIONS**

- Virtual PUCK: yes
- HDMI: yes
- Displayport: yes
- VGA: yes

*The media:scape kiosk and the media:scape mobile stand are designed to accommodate a single display only.

**HDMI PUCK** supports audio embedded in HDMI stream, and also has 1/8” analog input.

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