COLLABORATION. TECHNOLOGY CAN’T DO IT ALONE.

The world is an increasingly complex and competitive place where productivity and innovation are vital. Succeeding in this world requires that people—everywhere—must work more collaboratively. While that’s essential, it’s not always easy.

GREAT COLLABORATION REQUIRES MORE THAN JUST BEING ABLE TO SEE AND BE SEEN.

INTERACTION IS PIVOTAL.
It’s how people connect, challenge and inspire each other to achieve their full potential.

SPACE IS CENTRAL.
Collaboration happens anywhere—in physical spaces, digital domains and often both. Wherever it occurs, space plays a central role in hosting and boosting how people collaborate.

INFORMATION IS CURRENCY.
Teams use information when searching for answers, solving problems and striving to innovate together.

Teams with the best connection to people, spaces and information—the essentials of collaboration—will become the ones best positioned to solve everyday problems, innovate and grow.

OBSERVATION:
collaboration requires that users can easily access, share and generate content, but most collaborative spaces today support leader-led presentations where information is controlled and shared by one person at a time.

INSIGHT:
distributed collaboration must be an inclusive process, which can only occur when everyone can contribute information and share their ideas.

OBSERVATION:
traditional conferencing environments are not optimized for distributed collaboration, creating obstructed sightlines and disrupting teams in flow.

INSIGHT:
interactions flow more effectively when team members can visually access each other and the information being shared—increasing people’s comfort, focus and productivity.

OBSERVATION:
most videoconferencing environments allow for a restricted range of postures and limit movement.

INSIGHT:
collaboration is not a formal process and requires a space that supports a broad range of user behaviors.
collaboration. augmented.

mediascape® augments how teams collaborate by making information integral and meetings more inclusive—amplifying everyone’s ideas.

mediascape with HD videoconferencing boosts the collaborative experience even further by creating dynamic, multipurpose spaces that help local and distributed teams stay connected.

Now teams can connect face-to-face, within a space that’s optimized for interaction.

connect teams.

mediascape with HD videoconferencing enriches social connections between people by enabling local and distributed teams to connect more informally.

optimize space.

mediascape with HD videoconferencing creates inviting, multipurpose spaces. This optimizes real estate by allowing local teams to use the space effectively, even when the video is turned off.

elevate content.

mediascape helps teams co-create content together—not just present and share it. This results in a seamless exchange of ideas between team members—across the table and across the globe.
Collaboration is dynamic, highly social and often informal. Accommodating these attributes is not always easy when teams are globally distributed and human connections often give way to technical ones.

media:scape with HD videoconferencing enriches human connections by helping local and distributed teams connect more naturally—to each other and to their information. Informal settings enable more movement and alternative postures, while integrated technology allows participants to access and share digital information equally, quickly and seamlessly.

Collaboration. Connected.
media:scape® mobile is a new addition to the media:scape family, transporting the media:scape experience anywhere in an organization. Bringing media:scape to a diverse range of settings, wherever collaboration may occur.
COLLABORATION. OPTIMIZED.

All too often videoconferencing spaces are designed for a singular purpose and are underutilized when the video is turned off. mediascape with HD videoconferencing creates inviting, multipurpose spaces that continue to support local teams.

Now, teams can connect face-to-face, on audio and on video within a space that’s optimized for interaction.

8:00 A.M. Distributed teams come together to talk through the project timeline.

10:30 A.M. Local teams use mediascape to share their digital information with each other.

3:00 P.M. Even when the technology is turned off, this inviting space is still used by local teams, optimizing real estate through multipurpose use.
The ScapeSeries table is the ideal solution for applications utilizing media:scape with HD videoconferencing. The table allows for additional participants, further augmenting collaboration.

From standing height to desk height, users are invited to collaborate formally and informally. Power at the worksurface allows users to charge all their mobile devices. The table combines cornerless curves with straight sides, allowing for seamless integration into any application.
collaboration. open. connect. share.

media:scape was designed to provide a collaborative destination—one that is simple to use and ready to host your digital tools in three easy steps.

1. open the media well and remove a puck™.
2. connect the puck to your laptop (the puck will glow).
3. share what’s on your laptop by pressing the puck (the puck will turn green).

When the PUCK (Personal User Control Key) is pressed, laptop content is immediately shared on a monitor or projector, allowing users to share their information with others.

The PUCK is a proprietary user interface that is part of every media:scape setting and provides the essential touchstone for collaboration to happen.
COLLABORATION.
THE COMPONENTS.

1. VIDEOCONFERENCE SYSTEM REMOTE
controls the videoconference and video camera.

2. VIDEO CAMERA
captures meetings for videoconferences.

3. MONITORS
display information shared between remote collaborators through a videoconferencing system.

4. CODEC
compresses and decompresses videoconferencing signals sent over the network between sites.

COLOR LEGEND
- Provided with media:space
- HD videoconferencing equipment and connections provided by third party
- Monitor
- Laptop
**MATRIX SWITCHER AND VIDEOCONFERENCING CODEC.**

1. Monitor cable for videoconferencing, using a monitor extension cable, a breakout cable and a monitor control box.

**tip:** Up to three monitors can be connected in a media:scape HD videoconferencing configuration.

2. **BREAKOUT CABLE**
   - Connects to the matrix switcher (output #4). Audio and video cables connect to the breakout cable and the CODEC. Actual CODEC inputs may look different than from illustration.
   - **tip:** Specify a monitor breakout cable (MTBC) for content sharing through the CODEC. Control and IR cables are not used with the CODEC.

3. **CABLES SUPPLIED WITH CODEC**
   - An MTBC splits a single cable into separate audio and video cables for monitors, control data for monitor control boxes, and an optional IR emitter.

4. **UP TO 8 PUCKS** can be connected to media:scape, depending on the configuration. PUCKs can then be connected to laptop or similar devices.

**tip:** PUCKs 1-4 (non-standard VGA)

**tip:** PUCKs 5-8 (non-standard VGA)

**tip:** PUCK HD15 connector is configured for audio and video.

**Refer to media:scape switcher manual (SP106-101).**

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**CONNECTIONS. A RANGE OF POSSIBILITIES.**

**1.** Monitor Extension Cable

**2.** Monitor Control Box

**3.** PUCKs 1-4

**4.** PUCKs 5-8

**POWER ON SWITCH**

**content input**

**camera output**

**audio output**

**camera input**

**video**

**video in**

**from CODEC**

(standard VGA)

**video outputs**

(standard VGA)

**MEDIA-SCAPE FURNITURE CONCEALS AND MANAGES CABLES.**

A large D-shaped stool-height table with attached totem is shown here. The colored items at right correspond to components above. CODEC location varies in wall-mounted configurations.

**COLOR LEGEND**

- Provided with media:scape
- HD videoconferencing equipment and connections provided by third party
- Monitor
- Laptop

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![Diagram](image-url)
media:scape is an easy-to-deploy, globally available system that provides a consistent standard for the user, the installer and the IT support team.

1. **PUCK™** (Personal User Control Key) is a universal user interface that requires no drivers, software or training. PUCKs will automatically turn on display devices when laptops are connected and will turn displays off when laptops are disconnected—reducing expenses and increasing the life of the displays.

2. **TABLES** are designed for easy cable management, are pre-integrated and ship complete with PUCKs, switcher and cables. A secure switcher mounting location is included.

3. **MATRIX SWITCHER** offers USB and HDMI connectivity for configuration.

4. **MONITOR EXTENSION CABLE** connects the matrix switcher and breakout cable.

5. **BREAKOUT CABLES** split a single monitor cable into separate audio and video cables for monitors and an IR cable for monitor control boxes.

6. **MONITOR CONTROL BOX** connects behind the monitor, allows monitors to be automatically turned on and off from the matrix switcher.

7. **MONITORS** attach to a media:scape totem. Universal flat mounts for the monitors are provided when specified with a media:scape totem or media:scape wall shrouds.

**ADDITIONAL FEATURES**:
- Pre-designations integrated solution that easily links with HD videoconferencing systems.
- Open platform for additional connectivity and integration.
- No need to change HDVC standards or contracts with providers—solution is technology neutral.
- Supports VGA – WUXGA video resolutions.

**COLOR LEGEND**
- Provided with media:scape
- Provided by third party
- Provided by user

**VIDEO ROUTING**

<table>
<thead>
<tr>
<th>MEDIA:SCAPE &amp; FRAMEWORK W/MEDIA:SCAPE</th>
<th>MEDIA:SCAPE MOBILE</th>
<th>MEDIA:SCAPE MINI</th>
</tr>
</thead>
<tbody>
<tr>
<td>Resolution</td>
<td>Supports up to WUXGA 1920x1200</td>
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</tr>
<tr>
<td>Number of PUCK inputs w/o connection to mobile PUCK</td>
<td>4–8</td>
<td>4</td>
</tr>
<tr>
<td>Number of outputs</td>
<td>4</td>
<td>2*</td>
</tr>
<tr>
<td>Number of AUX inputs</td>
<td>2</td>
<td>1</td>
</tr>
</tbody>
</table>

**VIDEO INPUT**

- Connector PUCK: HDMI male
- Connector switcher PUCK in: HDMI female proprietary
- Connector switcher AUX in: HDMI

**VIDEO OUTPUT**

- Connector switcher out: HDMI female proprietary
- Connector switcher breakout: Provides HDMI for video display

**AUDIO ROUTING**

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**AUDIO INPUT**

- Connector PUCK: 1/8” female
- Connector switcher PUCK in: HDMI female proprietary
- Connector switcher AUX in: –

**AUDIO OUTPUT**

- Connector switcher out: HDMI female proprietary
- Connector switcher breakout: Provides 1/8” male audio for display

**OTHER FEATURES**

- **Electrical outlets**
  - 6–12
- **Power management**
  - Auto on/off displays
  - Auto on/off monitor
- **External power supply**
  - 100-200V~ 47-63Hz 0.8A
- **Mounting**
  - Mounting provided
  - Integrated monitor mounting hardware
- **Connection configuration**
  - USB b female, RS-232

**Regulatory compliance**

<table>
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</thead>
<tbody>
<tr>
<td><strong>Electronics/cables warranty</strong></td>
<td>3 years</td>
<td>3 years</td>
</tr>
</tbody>
</table>

**CONNECTORS**

- **Displayport**
  - yes
- **Mini-displayport**
  - yes
- **HDMI**
  - yes
- **VGA**
  - yes

*Mobile stand is designed to accommodate a single display only.
STATEMENT OF LINE

SUSTAINABILITY

PEOPLE. PLANET. PROFIT.

By rethinking our business systems and designing our products to avoid negative impacts on humans and the environment, we contribute to a sustainable future for the planet and its people. We commit to advance our practices through continuous learning and building partnerships with our customers, business partners and environmental thought leaders to optimize our performance and contribute to the science and practice of sustainability.

TO FIND OUT MORE, VISIT WWW.STEELCASE.COM/SUSTAINABILITY

LOUNGE-HEIGHT TABLES

- Square, with or without Attached Tablets
- Rectangular, with or without Attached Tablets
- Pear-Shaped, with or without Attached Tablets
- Round, with or without Attached Tablets
- Offset, with or without Attached Tablets

DESK-HEIGHT TABLES

- Square, with or without Attached Tablets
- Rectangular, with or without Attached Tablets
- Pear-Shaped, with or without Attached Tablets
- Round, with or without Attached Tablets
- Offset, with or without Attached Tablets

STOOL-HEIGHT TABLES

- Square, with or without Attached Tablets
- Rectangular, with or without Attached Tablets
- Pear-Shaped, with or without Attached Tablets
- Round, with or without Attached Tablets
- Offset, with or without Attached Tablets

SHROUDS

- Single Monitor 32”, 42”, 46”, 55”, 65”
- Dual Monitor 32”, 42”, 46”, 55”, 65”
- Quad Monitor with CODEC Case 42”, 46”
- Triple Monitor with CODEC Case 42”, 46”
- Quad Monitor 32”, 42”, 46”, 55”, 65”

LOUNGE SEATING

- Straight
- Straight Inverted
- Backless
- Corner (Left & Right)
- Reverse (Left & Right)

CAMERA LEDGES

- Single
- Triple

CODEC CASES

- Shroud-Mounted
- Totem-Mounted

ELECTRONICS

- Additions (on request)
- Power Extension Cable, 7’, 25’, 50’, 75’
- Distribution Amplifier

MEDIA/SCAPE MOBILE

- 42” mobile: 36Wx24D, 46Wx28x32D, 50Wx32D
- 42” mobile: 42Wx24D, 52Wx32D, 56Wx38D

SCAPESERIES TABLES

- Desk Height: 29”
- Desk Height: 37”
- Desk Height: 43”
- Pod with Data Grommet 24”W
- Pod with Data Grommet 30”W