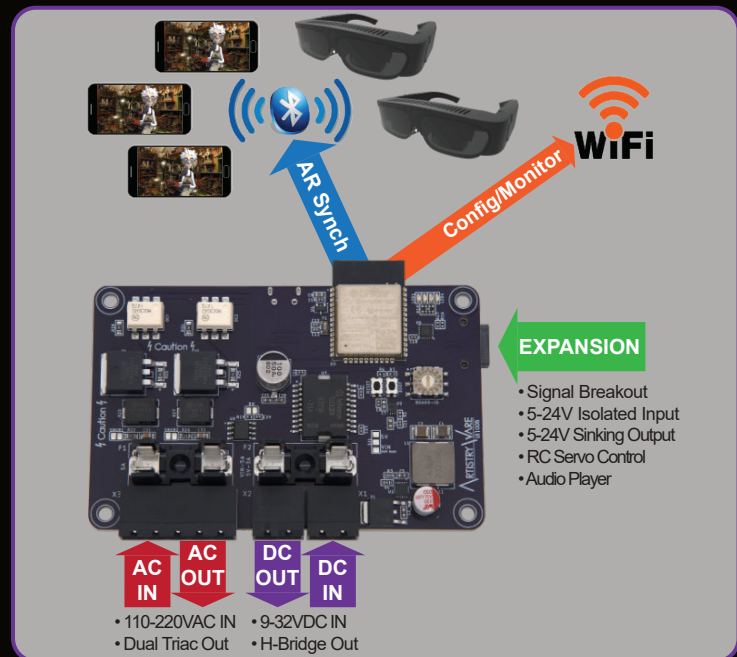# ArtistryWare
Interactive Entertainment

Augmented Reality Interface

Simplifying Automation for Interactive Designs

Product Sheet

Key Features

- Augmented Reality Synchronization
  - Multiple simultaneous devices including AR glasses
  - 'Real World' control inputs / outputs
- WiFi / Bluetooth / Ble Connectivity
- External triggers
- Expansion boards available
  - IO expansion
  - RC Servo Control
  - Audio player

WiFi

AR Synch

Config/Monitor

EXPANSION
- Signal Breakout
- 5-24V Isolated Input
- 5-24V Sinking Output
- RC Servo Control
- Audio Player

AC IN **AC OUT** **DC OUT** **DC IN**
- 110-220VAC IN
- Dual Triac Out
- 9-32VDC IN
- H-Bridge Out

Product Overview

The ArtistryWare UI100 control board serves as the master synchronization device between the physical world and AR applications running on mobile devices, including AR glasses. The synchronization is maintained through Bluetooth or Wifi (factory configurable) and AR animations may be triggered via internal timelines or contact closure inputs. Once triggered, the output devices will be coordinated to the AR scripts timeline.

These devices may be networked together to provide "real world" interaction with external devices. Timing data can be broadcast to all UI100 devices on the network allowing synchronization of multiple devices. Using this technology, all AR devices will receive simultaneous synchronize data and all experiences will be based on the individual perspective of each user.

Everyone sees the same AR experience at the same time from their own perspective.

Product Application

"The applications of this product are limitless… Dark Rides, Cue lines, 5D Theaters, special events…" says Gregory Arndt, 'Grand Poohbah' of ArtistryWare, Inc. "What makes this product special is the ability to more fully integrate the guest's sense of the physical environment with the AR environment."

The UI100 is compatible with all AR development applications including Google's ARCore and Apple's ARKit. Additional development options include 3D rendering of the playback environment and Occlusion rendering (AR character passes behind a physical object). "Show Timing" of physical elements can be updated over wireless communication networks.

About ArtistryWare

Artistryware Inc. brings together decades of expertise in various entertainment venues from cinemas and television to theme parks and interactive experiences. We are highly committed to providing feature rich interactive experiences from hardware to software and for all types of venues and platforms.