

# SENSORYFX

*SensoryFX is a family of products designed to provide dazzling sensory stimulation with even the most minimal of gesture control: the wave of a hand, the sweep of a foot, or the blink of an eye— with no need to hold, touch, or be attached to anything. These interactive, immersive, virtual reality worlds also serve as soothing, ambient atmospheric experiences. The technology can be projected onto any floor, ceiling, or wall, or used on flat-screen in sensory rooms or similar spaces within healthcare facilities.*



**SensoryFX** offers an accessible virtual reality play environment for people of all ages and abilities. Even people with severely limited mobility have the opportunity to experience video games that might otherwise be inaccessible to them — for example, on other platforms. The technology is designed to track body movements, responding to even the slightest gesture with dynamically changing images and effects.

## SENSORY GROUNDFX

Sensory GroundFX lets patients be masters of their own environment. The Sensory GroundFX interactive display system projects engaging special effects and multimedia games directly onto a floor. Popular in Snoezelen™ and sensory rooms, this gesture-controlled floor display unit delivers a hybrid of creative, engaging activities and sensory experiences that stimulate imaginations and lower anxiety levels. Alternatively, the system can be projected onto tabletops. This hands-free system, widely implemented on hospital wards, is highly hygienic. Unlike conventional toys on paediatric wards, there's no risk of cross-contamination — and no washing or disinfecting is required. The portable CUBE Turnkey system can simply be placed on the ground, and with the push of one button, instantly produces an interactive floor projection that is between a 100" and 125" diagonal display.

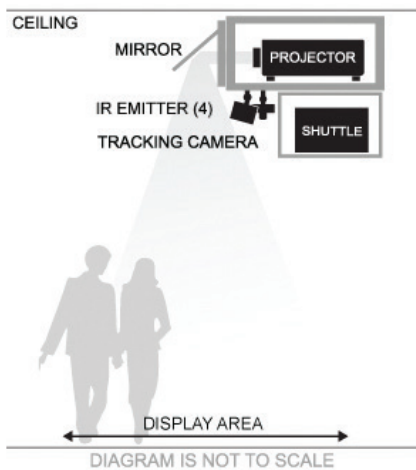
## SENSORY WALLFX

Sensory WallFX is an experiential feast. The system's dazzling virtual reality effects can be projected onto a wall of any size, creating an immersive experience that can both entertain and educate. It is quickly becoming an essential feature in bringing interactivity to Snoezelen™ and sensory rooms, and hospital wards. Our individualized applications are designed for sensory stimulation and relaxation; they also offer therapeutic benefits for patients with physical and cognitive challenges.

**More than 25 applications are included with the system. Designed to spark a natural curiosity, applications allow patients to experience a wide variety of activities. Themed applications teach children about concepts such as numbers, weather, geography, animals and more. Customized theme packages can also be accommodated.**



# SENSORYFX



## HOW IT WORKS

SensoryFX is based on GestureTek Health's patented video gesture-controlled technology. This state-of-the-art tracking software reads the position and movement of the body at all times, allowing for real-time interaction with the display graphics. The SensoryFX projection image can be any size or shape required. It can either be projected on walls, or displayed on large flat screens or video walls.

The system components include: projector, computer, IR camera, IR light source, software, mounting hardware, and a variety of interactive applications. All components are accredited and come with a warranty. The projector can be ceiling-mounted and all hardware can be hidden from view. GestureTek Health also has turnkey, plug-and-play products for sensory stimulation, patient engagement, and immersive, ambient virtual reality experiences.



GestureTek technologies are protected by one or more of the following US patents and their associated international filings

6,353,428 5,534,917 7,058,204 7,227,526 7,379,563 7,379,566 7,389,591 7,421,093 7,430,312  
7,574,020 7,555,142 7,570,805 7,777,899 7,822,267 7,827,698 7,853,041 7,848,542 7,898,522