



**MULTITACTION**

**MT**

**CANVUS  
&  
CANVUS-CONNECT**

Advanced Visual Collaboration



## MT CANVUS

### KEY CAPABILITIES:

**INFINITE CANVAS:** The working canvas is near infinite and very scalable which caters for very large amounts of data to be displayed simultaneously. This includes images, videos, live feeds, browser sessions, remote PC connections or smart device inputs

**RAPID IDEATION:** The quick note function allows users to create a coloured note that can be either filled with text from the virtual keyboard, hand writing from an IR pen or any other content on the canvas by drag & drop. All of these can be combined to enrich an idea captured in the note which is perfect for brain storming sessions.

**BYOD SUPPORT:** Screen casting and remote touch capabilities mean laptops, tablets and other smart devices can easily share and control content.

**MULTIPLE VIDEO FEEDS:** Multiple video feeds can be managed on the canvas in parallel. Multiple video output feeds allow definable areas of the canvas to be sent in parallel, upscaling or downscaling automatically to match the destination format.

**IR PEN SUPPORT:** Although virtual keyboards are supported in all writing areas on the canvas there is full infrared pen support for writing notes or annotating images.

**SPLIT WORKSPACES:** Each canvas can be split into many workspaces, essentially this is like creating a repeat of the first canvas but wholly independent of the original canvas. That is particularly powerful if you wanted to create a flexible space for collaboration, for example using separate displays for break out sessions.

**MT CODICE SUPPORT:** Printed 2D codes can be used to launch content, create personal folders to store meeting information for later use.

**MS OFFICE™ SUPPORT:** Any office documents can be opened natively on the canvas and operated in their own window as if working on a regular PC. In addition, just like any other content, snapshots can be taken annotated and shared.

**PLATFORM AGNOSTIC:** Although there are many advantages to running MultiTaction software on MultiTaction hardware the solutions will run perfectly well on third party touch screens video walls, displays, desktops or laptops on either Windows or Compatible with all video conferencing systems.



**“Our technology is enabling connectivity and collaboration like never before”**

Pete Malcolm, CEO, MultiTaction

## THE WORKSPACES OF TOMORROW

MT Canvas has been designed as an advanced visualisation platform that enables organisations to solve some of the most pressing issues they face today, such as how to compete by getting to market faster, increasing productivity within their teams and delivering value from information intensive projects such as big data or business analytics. MT Canvas achieves this by allowing a wide variety of unlimited information sources to be worked on by an unlimited number of people\* in parallel.

MT Canvas-Connect extends this capability to geographically dispersed employees, partners or customers to collaborate as naturally as they would using MT Canvas in the same room.

All organisations face a series of challenges that can be greatly improved through visual collaboration. The obvious one is bringing together people from remote locations to participate together in a way that saves them having to be physically in the same place. Although there have been many attempts to achieve this over the years with video conferencing and shared document services it has always fallen short of being a truly unified communication experience. Now there is a platform that can deliver on this promise with MT Canvas-Connect. This will change the way organisations work going forwards.

Big data is on the agenda of every corporate CIO as they try to work out how to generate value for the business from this huge investment that has been made in managing the speeds and feeds of information. However, the missing link for actionable insights comes from the inability to get the right people in front of the data at the right time. MT Canvas supports unlimited amounts of data to be displayed in real time. One of our clients, a large US based manufacturer was able to see its entire supply chain for the first time using this approach. They are rolling out this system to their global production centers and will link them using Canvas-Connect.

\* - When deployed on MultiTaction Hardware

## GLOBAL COLLABORATION WITH CANVUS CONNECT

Not every location can house a large video wall so MT Canvus has been developed to run across a wide variety of devices from simple Laptops, to meeting room systems like Microsoft Surface Hub™ or CISCO Spark™ all the way up to the largest interactive display surface possible.

All of these devices can collaborate together in one room if required but with MT Canvus-Connect they can now be in different parts of the world. Imagine being able to actually work on images and data in real time globally.

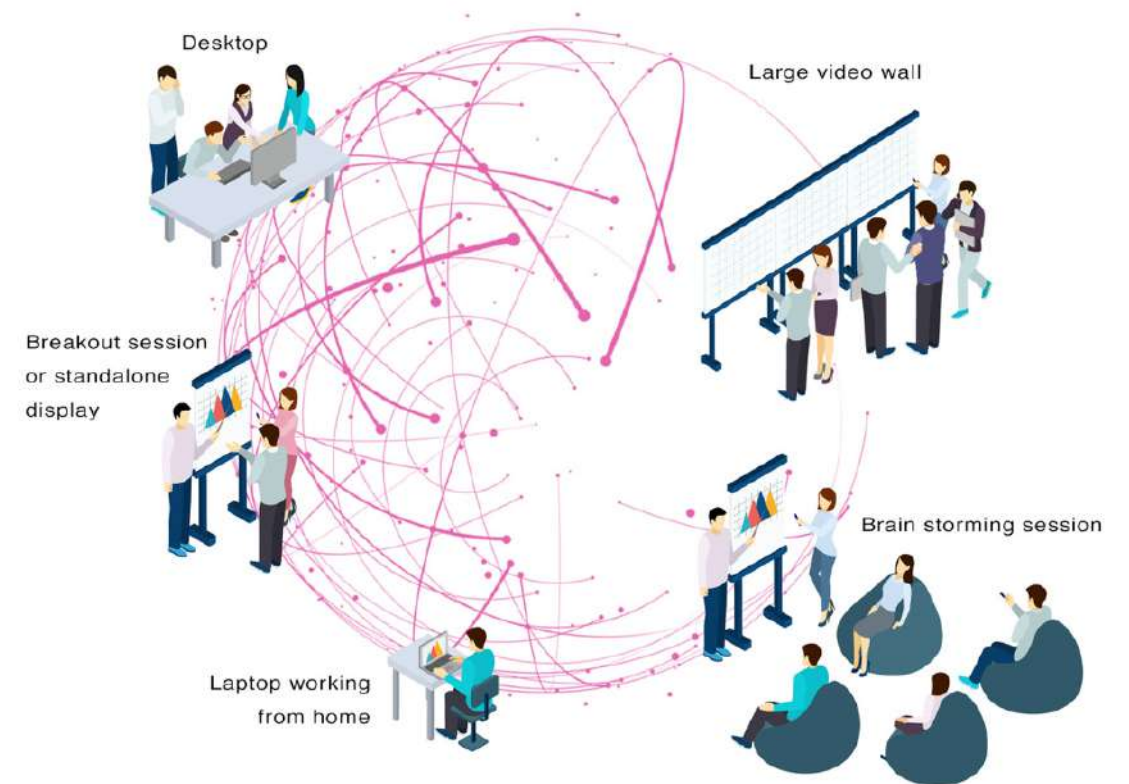
Our solutions are in use globally across many industries from customer briefing centers in vendor companies to war rooms in competitive organisations and control rooms in public service authorities. They all share the same need to get detailed information in various forms onto a single platform where key people in the organisation can engage, demonstrate or make decisions. One of the largest retailers in the world uses MT-Canvus in their operations room to make key decisions about the business going forward.

Surface Hub is a registered trademark of Microsoft and Spark is a registered trademark of CISCO

SINGAPORE



LONDON





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