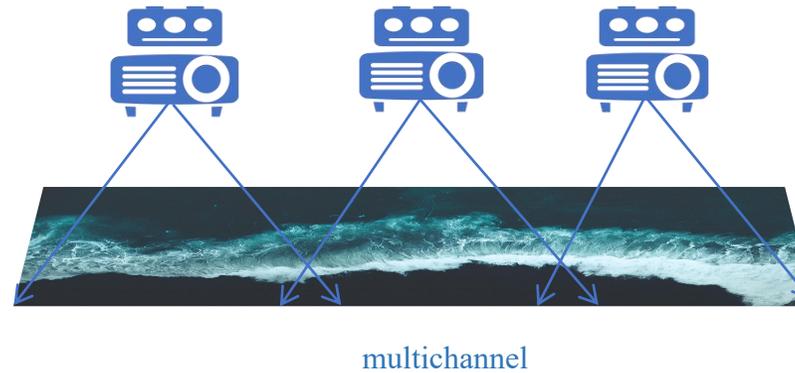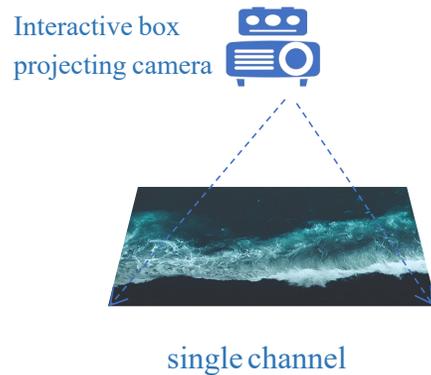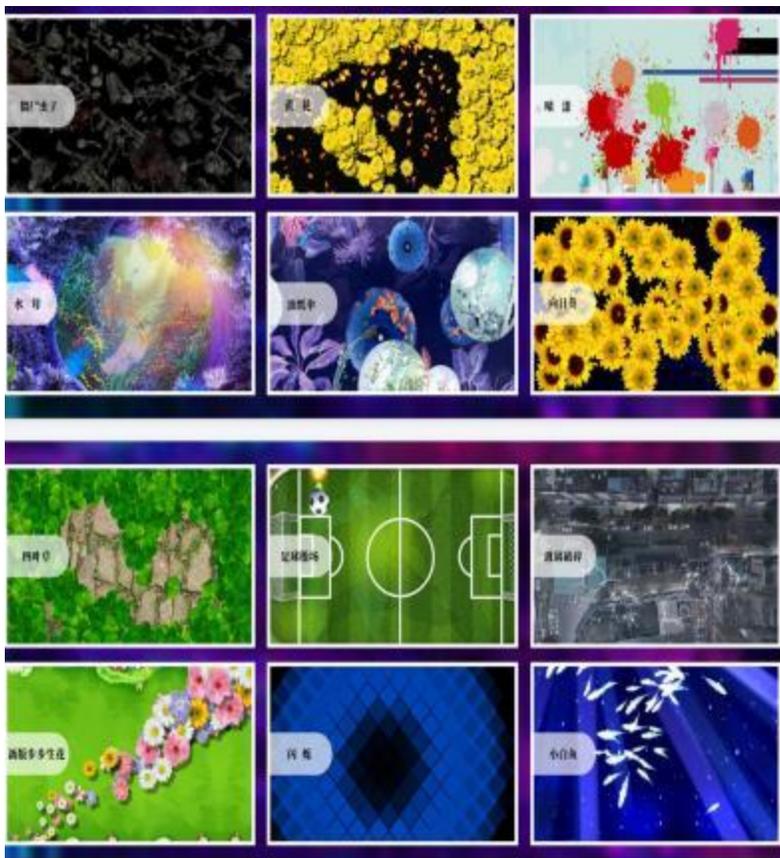# Interactive B O X

Technology Principle

The system supports both single-channel and multi-channel integration. Multi-channel mode is designed for large-scale applications, with standard projector ratios of 4:3, 16:9, or 16:10. For any dimensions exceeding these ratios (e.g., 15×3.5 meters), at least three units are required to ensure synchronized image display.

Interactive box projecting camera

single channel

multichannel

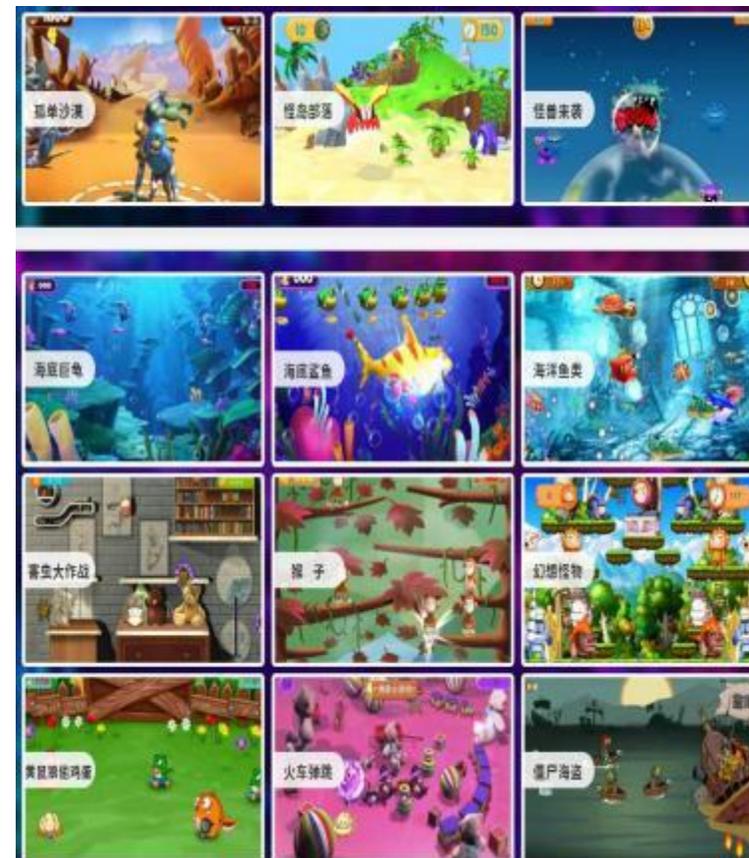# Introduction to interactive content

50 models of Android single-channel

80 Android multi-channel models

60 interactive wall designs

Configuration Introduction

High Performance Processor

Smooth and lag-free performance, guaranteed Routine and stable use.

High-Fidelity Audio

Clear and crisp sound, easily handles various background music

High-definition camera

High-definition visual tracking, enhanced by infrared fill lights, ensures more precise motion capture.
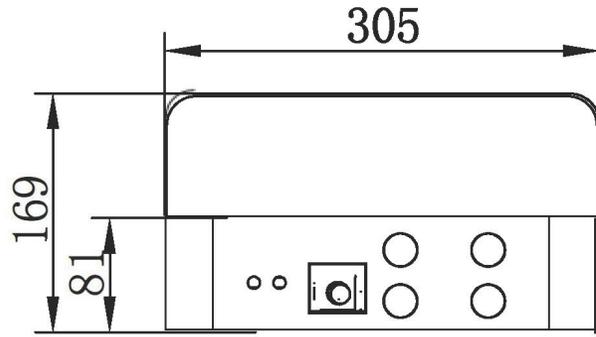
Infrared Capture

High precision, no latency, and seamless night capture. Enables interaction between Unity game content and captured actions. Features high-precision refresh, object recognition, and interactive support. Supports multiplayer interaction with unlimited points.
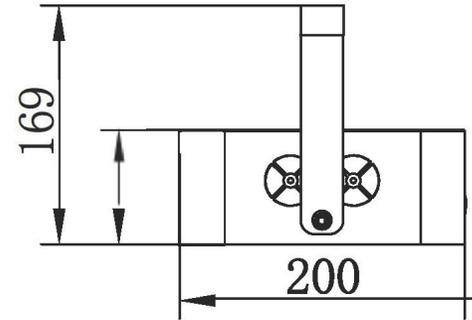
integrated metal body

The high strength metal body design is adopted to extend the service life of the equipment.
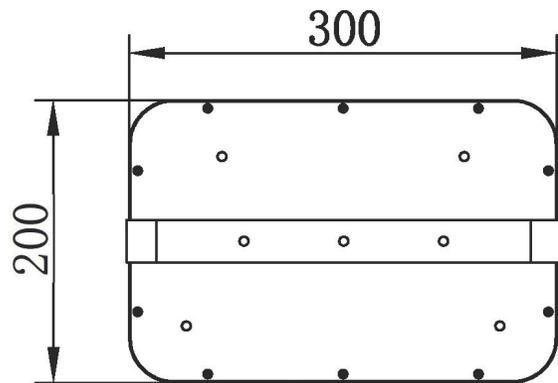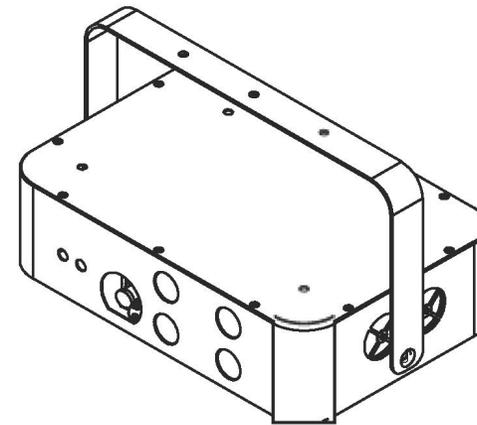
Product Dimensions

305

169

81

Front view

169

200

Left view

300

200

Top view

Equipment parameters

Product model	Interaction -BOX
Re-solution	Supports up to 1920*1200 HD resolution and backward compatibility
Screen adjustment	1 D Vertical ± 40º
Weight	2.1KG
Power suppl	100~240V AC(50/60Hz)
Power dissipation	30W
Size	Approximately 300 x 200 x 81 mm
Temperature design	Operating temperature: 0°C to 35°C Storage temperature: -10°C to 60°C
Host configuration	6-core processor, 4GB RAM, 16GB ROM, 2.4G+5G
Host functions	Supports 24/7 continuous operation and single-key power on/off
Capture device	Infrared capture camera
Sound	High-fidelity audio
Material quality	Thick galvanized sheet
Pigment	White/Customizable for 10+ units
Software system	
Commercial Wall Interaction	40 interactive modes developed by U3 D, featuring game-based and holographic interactions.
Commercial floor interaction	50 interactive modes developed by U3 D, featuring game-based and holographic interactions.
Interactive Fun – Ocean Balls	60 U3 D games, including motion capture software and playlist software.
Enterprise Digital Exhibition Hall	10 interactive types developed by U3 D, including game interaction and holographic interaction.
E-book flip	Supports custom content

* weight and size were both approximate values * No further notice will be given for specification changes
* all the images are simulated and are intended only to illustrate

All data have been carefully cross-checked to ensure accuracy. Any printing errors or translation discrepancies are respectfully acknowledged.