

FOGSCREEN™ Inia projection screen

FogScreen Inia projection screen is the original 2-meter-wide screen.

Unit dimensions: Height 65 cm (25.6"), depth 90 cm (35.4") and width 2.31 m (91")

Weight: Approximately 130 kg (290 lbs)

Power requirements: Operating voltage is 100-120 V, max 20 A / 200-240 V, max 10 A

Power consumption: 2 kW

Water consumption: From 5 to 10 litres (1-2.5 gallons) per hour, depending on fog output.

Water feed is regulated by the control unit.

Operating temperature: Normal room temperature, designed for indoor use.

The operating temperature range is between +5 and +40 degrees Celsius.

Control: Manually via the control unit or by using DMX-512 protocol.



FOGSCREEN™ One projection screen

FogScreen One projection screen is a seamlessly linkable 1-meter-wide screen.

By linking multiple One projection screens, it is possible to create much larger setups.

Unit dimensions: Height 64 cm (25.2"), depth 75.5 cm (30") and width 1.1 m (43").

These measurements are without end fans and rigging systems.

The end fans will make the device 26 cm longer.

Weight: Approximately 60 kg (130 lbs) with end fans.

Power requirements: Operating voltage is 180-250 V, max 16 A

Power consumption: 0,9 kW / 1 screen

Water consumption: From 3 to 5 liters (0,8-1,3 gallons) per hour / 1 screen, depending on fog output.

Water feed is regulated by the control unit.

Operating temperature: Normal room temperature, designed for indoor use.

The operating temperature range is between +5 and +40 degrees Celsius.

Control: Manually via the control unit or via DMX-512 protocol.

FOGSCREEN™ projection screen



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FOGSCREEN™
walk through magic

We're the company that changed
projection technology forever
— no more fixed screens.

Instead, our breakthrough product, the FogScreen™ projection screen, produces a thin curtain of “dry” fog that serves as a translucent projection screen, displaying images that literally float in the air. The result: stunning, attention-demanding displays - which is why FogScreen projection screen is used so often at product launches, trade shows, restaurants, nightclubs, museums, casinos and other venues.



Georg Jensen diamond jewellery collection launch, New York, 2007

Diesel event, Moscow, 2005

CONCEPT

It's as simple as it is stunning. Using nothing more than tap water and ultrasonic waves, FogScreen projection screen machines employ a patented technology to create a smooth foggy airflow that captures images just like a screen. You can walk right through a FogScreen projection screen without getting wet. The microscopic fog droplets actually feel dry to the touch, just like air.



” FogScreen, Inc. case Event: Disney Enchanted

We chose FogScreen because of the unique qualities it has that bring the magical well to life”, explains Enchanted Experience Project Manager, Maria Walker. “Its real life movement and fluidity capture a water effect like no other. Our concept required guests to walk through the well water effect without getting wet which FogScreen allows”

AWARDS

Bottom Line Design Award 2007, Category Promotion
Club World Award 2007, Best Effect
TESA (The Event Services Association) Award for Innovation 2006
the EU's 2005 European IST Prize
the PLASA 2005 Award for Innovation
the 1st prize in Laval Virtual 2004
InnoSuomi 2003

INIA & ONE

FogScreen Inc. sells and rents two FogScreen™ projection screen models, Inia and One. FogScreen Inia projection screen is the original 2-meter-wide screen. FogScreen One projection screen is a seamlessly linkable 1-meter-wide screen. By linking multiple One projection screens, it's possible to create much larger setups.

INTERACTION

FogScreen projection screen's interactive add-on features make it possible to write and draw in the air with your hand, using your finger as a pointer. This is possible because the system can use a laser to track hand movements, which means the user's finger becomes the mouse. This turns a passive projection screen into an immense, interactive touch screen, greatly extending its potential uses.

The BOX nightclub installation, Belfast, 2007

walk through magic

” FogScreen, Inc. case Trade Show: Nokia N-gage Arena at E3

When designing Nokia's N-Gage booth for the 2006 Electronic Entertainment Expo (E3) in Los Angeles we needed a unique display technology to attract video game professionals into the booth. FogScreens fit the requirements perfectly, they are unique, had not been used before at E3, and fit well with the design aesthetic of the booth. FogScreen's staff went to extreme lengths to make sure that we were comfortable with how to best use the product and gain maximum advantage from it. The installation of 3 FogScreens at each end of the booth generated significant traffic and helped create a dynamic and innovative impression of the client”

Lath Carlson
Manager of Interactive Technology, Art Guild Inc.

