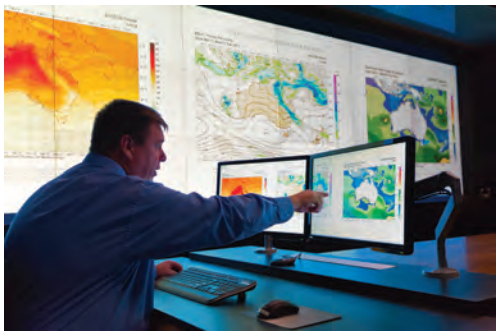
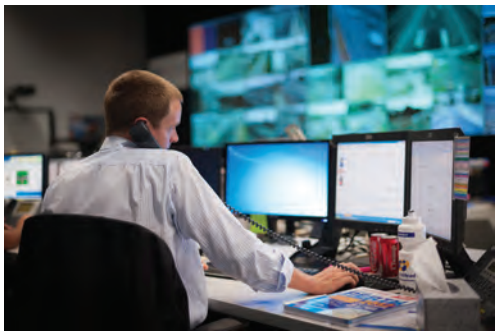
Canvas

See, share, collaborate. Anywhere.





Jupiter

Jupiter Canvas™

See, share, collaborate. Anywhere.

Visualization & Collaboration for the Enterprise

In the distributed, 24-hour exercise that characterizes most business and public sector enterprises, sharing a common operating picture is essential to effective management. Control rooms and operations centers provide a place where managers can gather in front of a display wall to observe, plan and act. But most enterprises rely on the expertise of people who are rarely all in the same place at the same time. How can you extend situational awareness and collaboration to include remote team members, no matter where they are?

A Display Wall on Every PC, Smartphone, and Tablet

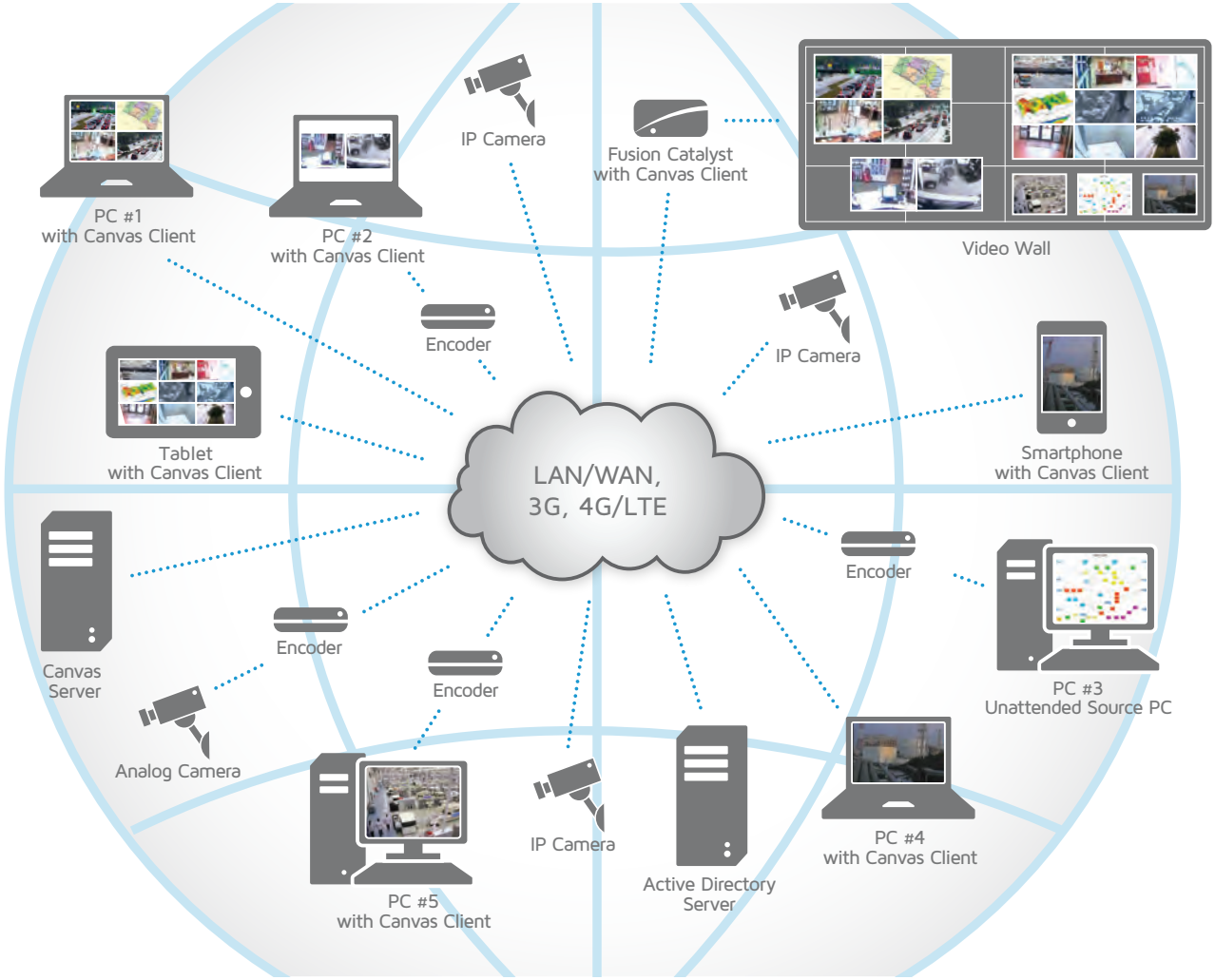
Canvas from Jupiter Systems enables any source on the traditional display wall—video, data, applications, and more—to be shared with colleagues logged onto their PCs or mobile devices down the hall, across campus, or around the world. With Canvas, groups of related sources can be aggregated for sharing when more than one view of an operation is essential to a fuller understanding of status.

Canvas delivers end-to-end collaboration. Remote users can share streams from anywhere in the network with colleagues at the main display wall or on PCs and mobile devices at other locations. Remote clients can be both sources and destinations for visual information. And, unique in the industry, Canvas allows users to annotate directly on live video streams.

No matter what needs attention or who sees it first, any situation captured in a stream can be shared quickly and easily with team members, regardless of their location.

The Canvas system

Canvas employs a secure client-server architecture, running on an existing LAN/WAN infrastructure or on a dedicated network. The system consists of the Canvas Server, a robust, scalable Windows server application, and two or more instances of Canvas Client, supported by Windows 7. The client software can be installed on a Jupiter Fusion Catalyst display wall processor, Windows PCs, and both iOS and Android smartphones and tablets. Any PC on the network can also serve as a source of streams for Canvas with the addition of a Canvas Encoder, also available from Jupiter Systems.



This is real collaboration

Sharing a common operating picture across the enterprise is essential, but insufficient. Effective management of emerging situations depends on collaboration.

Canvas brings a rich set of familiar tools for collaboration and allows them to be used in ways that no other system can. For the first time, managers at multiple locations can annotate on top of moving video. Where other products require users to capture a still image of a screen for annotation, Canvas enables its users to draw with a mouse, finger or stylus on the video itself. Areas of interest can be circled, labeled, called out, annotated freehand. Rectangles and other shapes can be dragged from the toolbar on to any area in the video where they can be resized, colored, and titled. Text can be typed directly on the video. Whiteboards can be created for brainstorming.

With appropriate security permissions, users can employ Canvas Remote Desktop Mimic or Canvas Remote Cursor to visualize and control remote desktops and applications.

An advanced user interface

The design of the Canvas user interface is driven by the principles of good consumer product design. Just because it's built for the enterprise doesn't mean it shouldn't be as satisfying as a well-designed browser or music player. Every aspect of the GUI—the icons, the menu structure, the ergonomics of the workflow scheme—are aimed to provide a great user experience.

The Canvas interface is also designed to be universal. The GUI is identical on the display wall, the PC, and mobile devices, its features equally useful in all environments. A user who typically works with Canvas on a PC in his office will be able to use the system running on the largest control room display wall without retraining.

Canvas

A secure system

Easy access to visual information and a rich toolset carries a corresponding burden to provide airtight security. Canvas provides essential security that no competitor can match.

Canvas Windows Authentication relies on the customer's Windows Active Directory to authenticate users. Secure login is accomplished using the standard user name and password combination established by the customer's IT department. Windows Single Sign-On (SSO) is supported.

User permissions, including access to specific sources, operations on canvases, and access to remote keyboard and mouse operation are assigned and managed by the system administrator. The role-based security architecture makes management of large numbers of users and permissions easy and flexible, according privileges to cadres of users sharing a common role in the enterprise.

Employing a superior security design, Canvas provides object-level security for all sources, eliminating inadvertent disclosure of restricted content. For example, if a canvas of grouped sources is shared with a remote user, only those sources the remote user has permission to view are displayed. Source windows for which the user lacks appropriate permissions will be blank.

Easy to acquire, easy to own

Adding Canvas to a Jupiter Fusion Catalyst project is simple. Just order the number of Canvas Clients desired for PCs, smartphones, or tablets, as well as Canvas Server software.

You add the network, PCs, iOS and Android smartphones and tablets, server hardware, and your streaming sources.

Pricing a Canvas system is straightforward and transparent. There are no hidden costs and no complex pricing schemes with essential features offered as added cost "options".

Every Canvas system is fully featured.

System Requirements

Canvas Client

CPU
PC: Intel Core 2 Duo or equivalent

RAM
4GB RAM, minimum

Operating System
Windows 7 Pro

Canvas Server

CPU
Intel Core 2 Duo or equivalent

HDD
20GB, minimum

RAM
4GB RAM, minimum

Operating System
Windows 7 Pro, Windows Server 2008

Canvas iOS Client

OS
iOS 6.1 or later

Devices
iPhone 3GS, 4, 4S, 5, or later
iPad 2nd Gen, 3rd Gen, 4th Gen, or later
iPad Mini 1st Gen or later

Canvas Android Client

OS
Ice Cream Sandwich, Jelly Bean, or later

Devices
Android smartphones and tablets

Supported Streams

Video Streams
H.264, MPEG-4, MJPEG

Desktop Streams
VNC

Network

LAN/WAN
Gigabit Ethernet, TCP/IP

Wireless
Wi-Fi, 3G, 4G/LTE

Active Directory
Canvas Server utilizes customer's Active Directory server for user authentication.

Capacity
The Canvas system can run on many indigenous enterprise networks. Bandwidth requirements are dependent on number and types of streams. Maximum performance is assured with a dedicated video network and appropriately selected routers and switches.

Jupiter

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