



The world's most powerful collaborative visualization tool.

See and engage every corner of the global enterprise, from anywhere, on any device.



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See everything. Work anywhere.

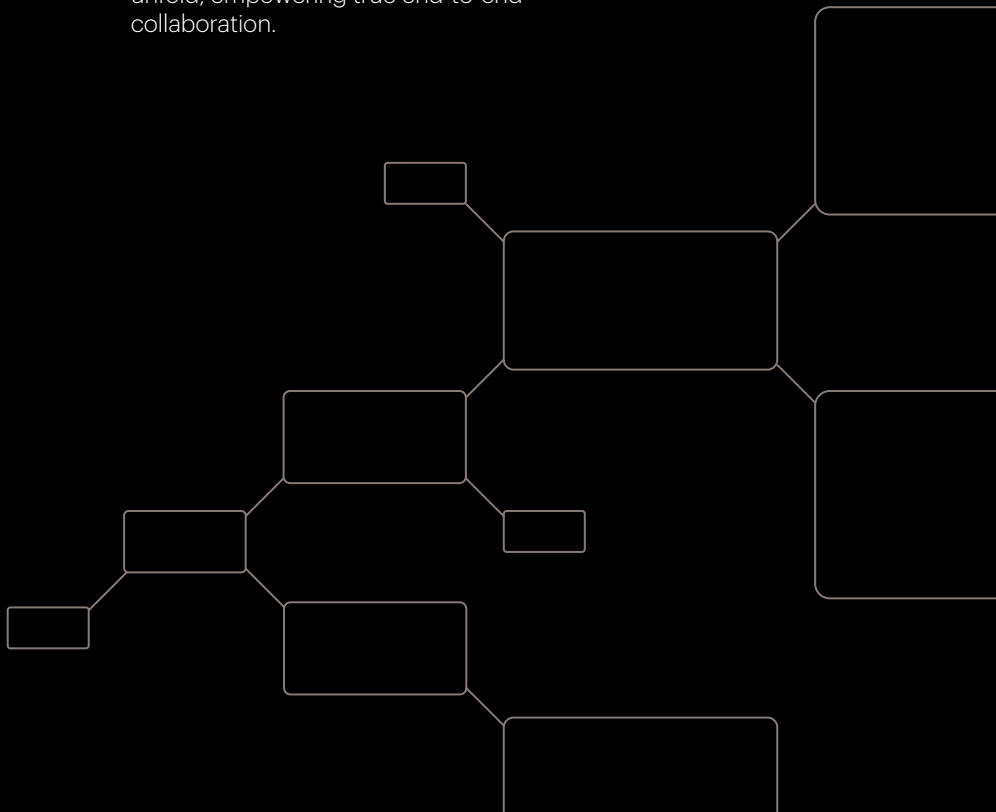
Sharing a common operating picture is essential to effective management, but often team members don't work in the same room – or even on the same continent. Canvas delivers real-time video, audio, and data from across the enterprise and empowers collaboration with team members in any location.

Instant connection and access

Canvas transforms your computer, tablet or smartphone into a portable video wall to provide instant connection and access to essential visual information from anywhere. Share camera feeds, laptop screens, application windows, conversations, audio, and real time data for rapid, well-informed decision making.

End-to-end collaboration

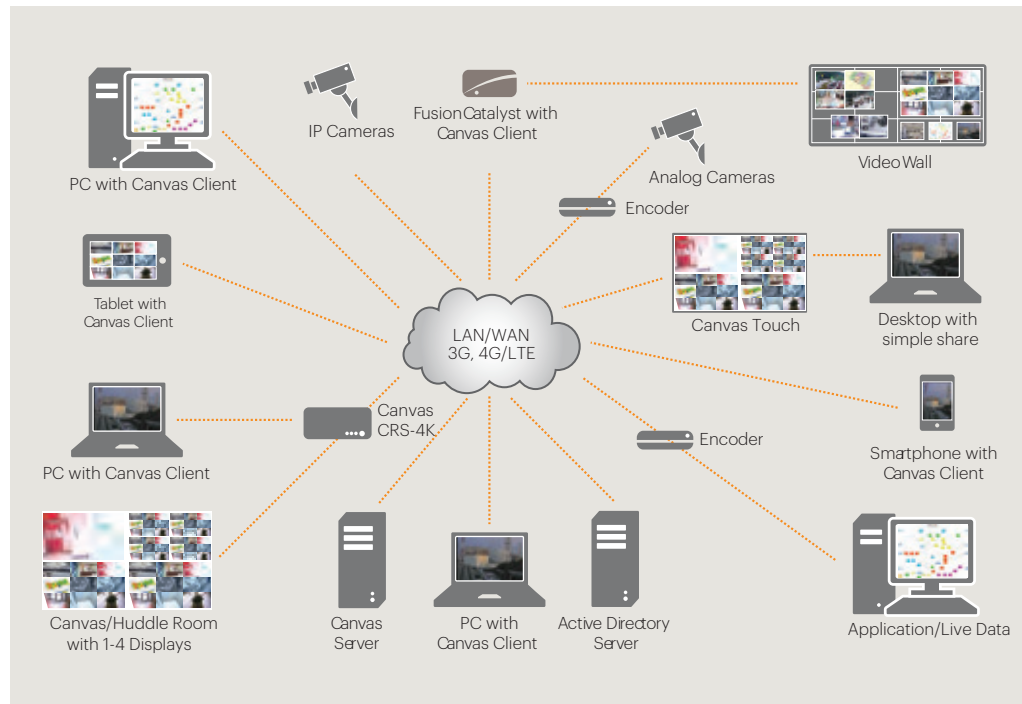
Canvas elevates teamwork to a level previously unimagined by enabling remote users to be both sources and destinations for information. Colleagues can share and annotate directly on live video streams, communicate with voice and text, and collaborate on documents as events unfold, empowering true end-to-end collaboration.



The Canvas System

Canvas is real-time visual intelligence. Users can access and share video, audio, and data with colleagues anywhere in the world, on virtually any device. With a rich set of familiar tools, users can collaborate using the latest information in ways that were not previously possible.

A secure client-server architecture with Active Directory user authentication and object-level security. Runs on existing LAN/WAN, wi-fi and mobile networks.



Collaboration, evolved

Canvas enables managers to work with remote colleagues as effectively as they would in the same room

- Share live H.264 video streams, VNC viewer windows, active web browser windows, and desktop presentation screens
- Draw, type, label, identify, or annotate areas of interest on live video and their sources
- Create shared whiteboards for brainstorming
- Share active web windows

New in Canvas 3.1

New communications and presentation features create the most powerful collaborative visualization solution yet

- All participants working with a canvas share a voice chat room for effective communications
- Microsoft Lync® integration: Escalate to Canvas from Lync, start a Lync conversation from Canvas
- Remote experts without Canvas can connect from SIP conferencing systems to share video and audio
- Multitouch web-based interface for tablets provides video previews and easy control of canvas placement and resizing



Uniquely adaptable

Canvas defines flexibility, supporting a broad range of common networks and applications, as well as unique customizations.

- Supports most enterprise LAN and WAN network configurations
- Supports 3G and 4G mobile networks
- Supports integration with popular UCC platforms and VMS systems
- Robust API permits the creation of customized features and integrations

Supports Canvas CRS-4K

Teams working in conference rooms and huddle rooms can now have Canvas on their walls. CRS-4K is the economical Canvas conference room system that brings collaborative visualization to video walls with as many as four 1080p HD displays or a single 4K Ultra HD display. A small, quiet box, CRS-4K is at home on the

Airtight security

Canvas reduces the risk of misuse and inadvertent disclosure of secure content with object-level security. User access and authentication are managed by your Active Directory system.

- Supports Windows Single Sign-On (SSO)
- User permissions, including access to specific sources and operations, are managed by the system administrator
- Role-based security makes management of large numbers of users and permissions easy and flexible
- Mobile sources protected using AES and SSL 128/256 encryption with SHA-1 80-bit authentication

conference room table, a shelf, or anywhere else in the room. And with SimpleShare™, anyone with a laptop, even one without Canvas installed, can walk into the room and present content to local and remote Canvas participants wirelessly. No software to download, no cables to connect, no dongles.

System requirements

Canvas Client

CPU
PC: Intel Core 2 Duo 2.4GHz or equivalent
RAM
4GB RAM, minimum
Operating System
Windows 7 Pro

Canvas Server

CPU
Intel Xeon 2.4 GHz or equivalent
HDD
20GB, minimum
RAM
4GB RAM, minimum
Operating System
Windows 7 32-bit Pro, Windows 7 64-bit Ultimate, Windows Server 2008

Canvas iOS Client

OS
iOS 6.1 or later
Devices
iPhone 4, 4S, 5, 6, 6 Plus or later
iPad 2nd, 3rd, or 4th Gen, Air or later
iPad Mini 1st Gen or later

Canvas Android Client

OS
Jelly Bean, or later
Devices
Android smartphones and tablets

Supported Sources

Video Streams
H.264 cameras and encoders
Desktop Streams
VNC screen graphics

Web Windows

Browser windows showing websites or web applications

Desktop Presentation Screens

SimpleShare™ windows (only from CRS-4K)

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 will run on most modern 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.



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