

# SL GREEN REALTY CORP. media room UI

**PROJECT:** design a UI for the conference room in the SL Green corporate headquarters to manage multi-media content input and display

**CLIENT:**



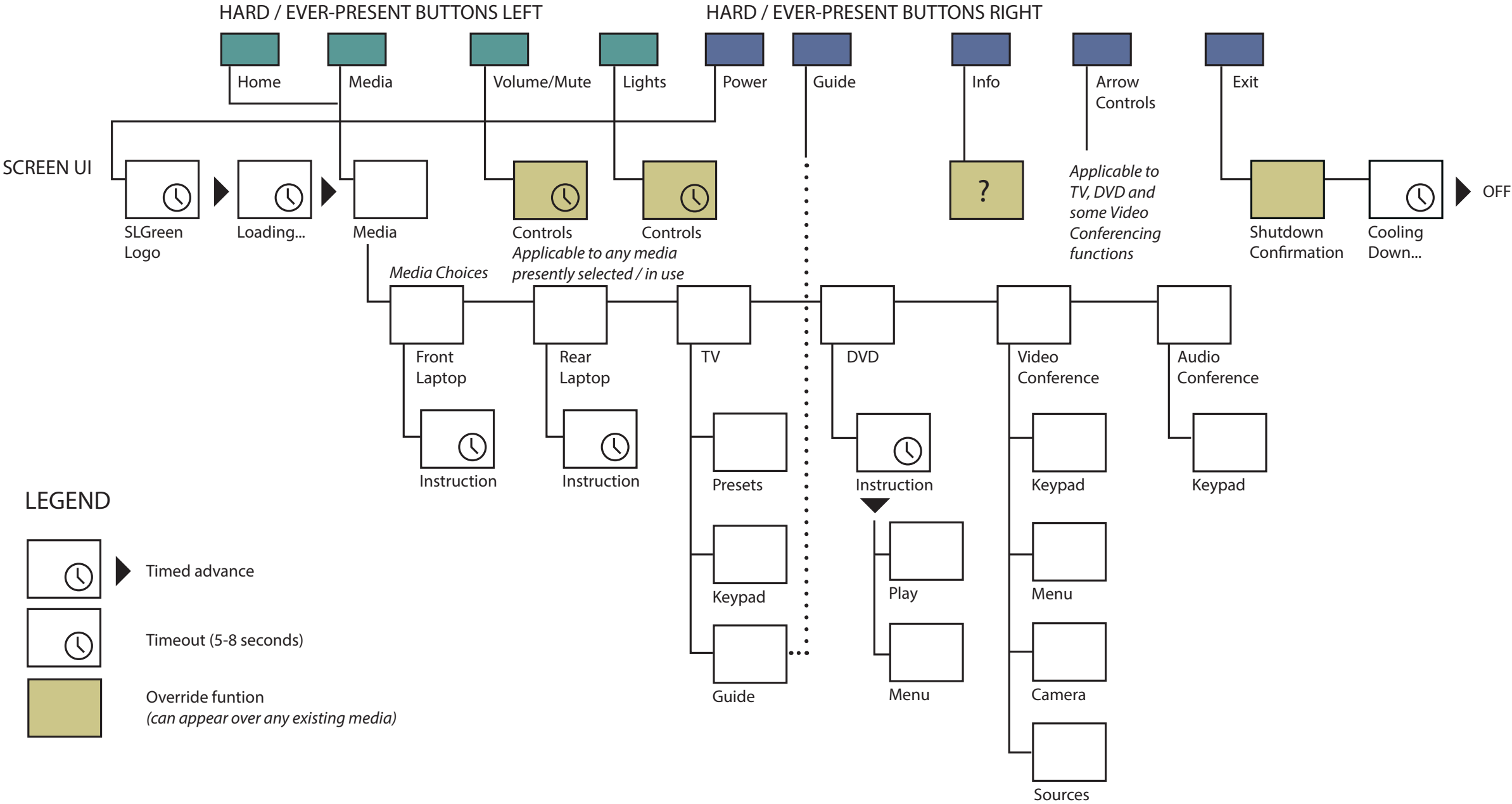
**ROLE:** design a UI for users to easily manage content during conferences and events; UI back-end is driven by a Crestron content management system

**CHALLENGE:** Content sources vary widely in input source and media type. User technical skill should be assumed to be Basic User. Content presented in this venue should look effortless.

**SLIDES:** 6

# SL Green Conference Room Media Interface Flowchart

VERSION 1: 10.04.2012



Instruction screen times out and returns to Media, Front Laptop Selected

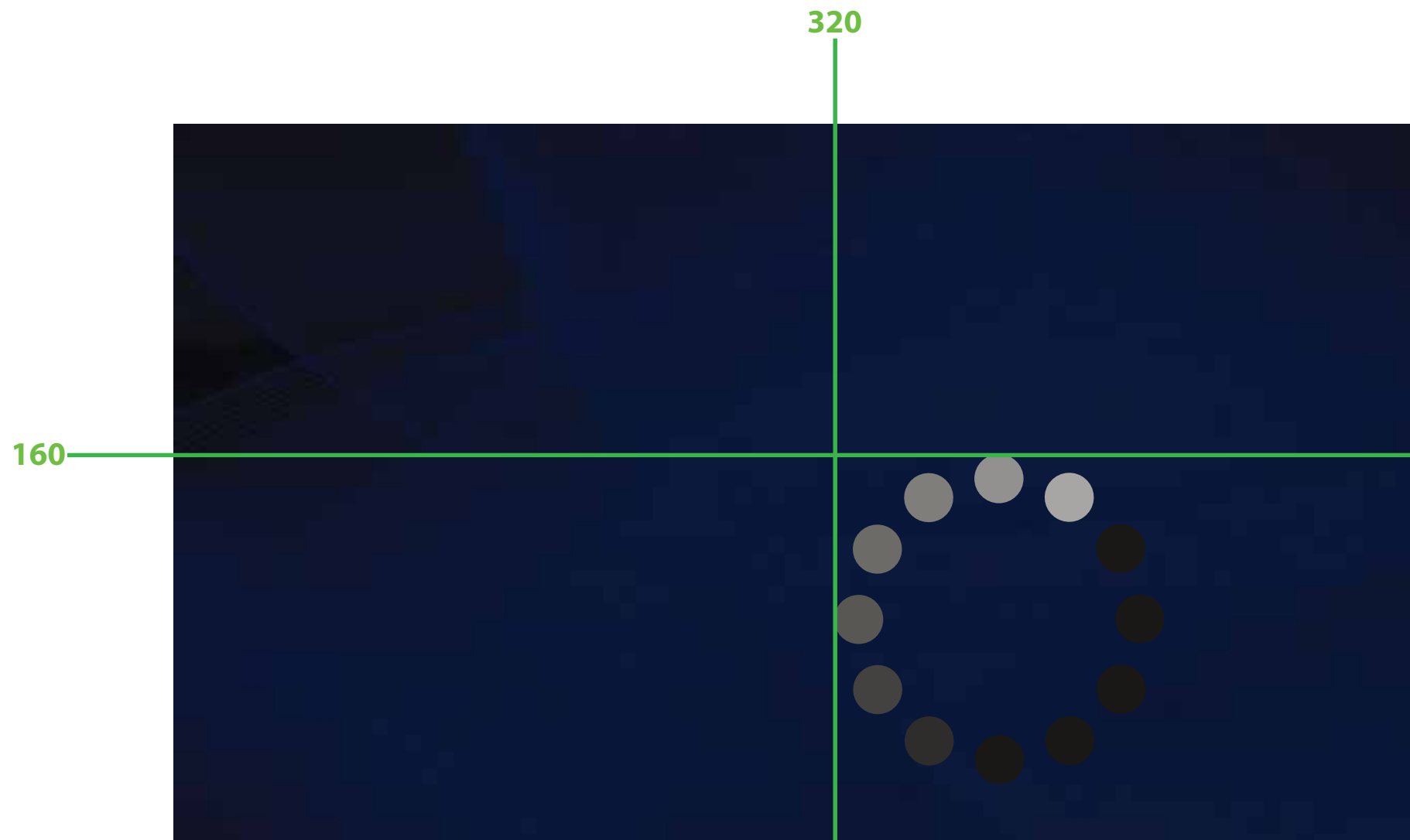
Instruction screen times out and returns to Media, Rear Laptop Selected

Media stays on last selected screen: Presets, Keypad or Menu until hard button is pressed for different selection

Media stays on last selected screen: Play or Menu until hard button is pressed for different selection

Media stays on last selected screen: Dialing, Menu, Camera, or Sources until hard button is pressed for different selection

Media stays on Dialing until hard button is pressed for different selection



# 640 x 480 Common UI



Home

CONFERENCE ROOM NAME

11.28.2012 12:30 PM

Power

Media

# Select Media

Guide



**Front  
Laptop**



**Rear  
Laptop**



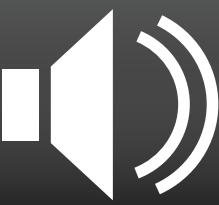
**TV**



**DVD**



**Video  
Conference**



**Audio  
Conference**



Volume



Mute

Lights



Info

Exit

Home

CONFERENCE ROOM NAME

11.28.2012 12:30 PM

Power

Media

## Media ▶ **Front Laptop**

Guide

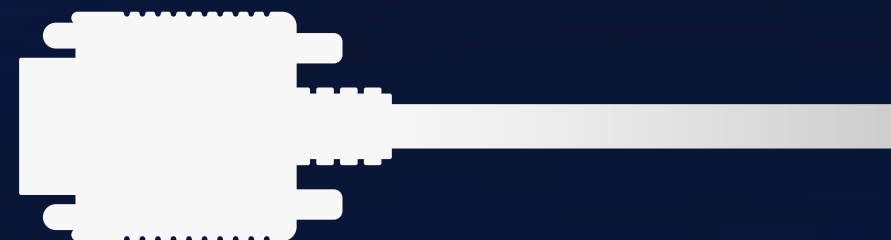


Volume



Mute

Lights



Info

Exit

Connect laptop to VGA cable and  
audio cable at the front of the room

Home

Media

CONFERENCE ROOM NAME

11.28.2012 12:30 PM

Media ▶ TV

Current Channel 55 FOX NEWS Channel

Presets

Keypad

Menu



55\_

Power

Guide

Info

Exit

Volume

Mute

Lights

CRESTRON



# PHILIPS RESPIRONICS training tool UI

**PROJECT:** design a training tool for the control device of a CPAP/BPAP sleep study machine with a target audience of health service workers and health practitioners

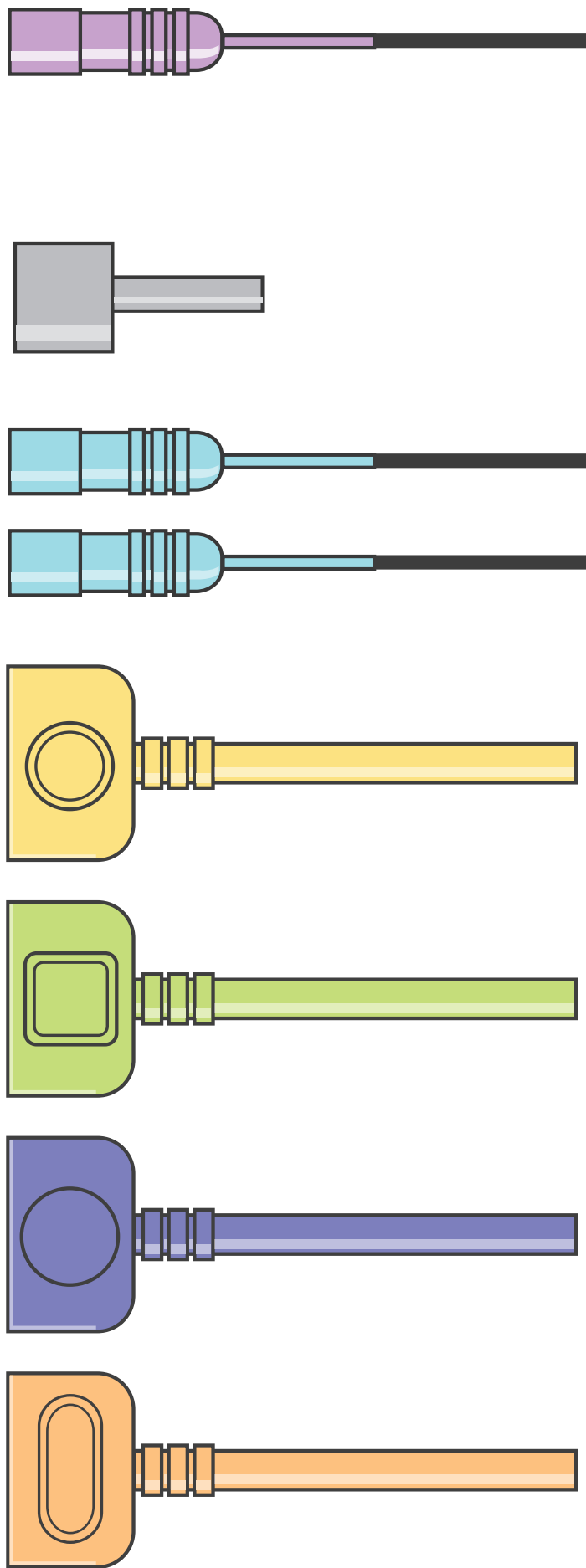
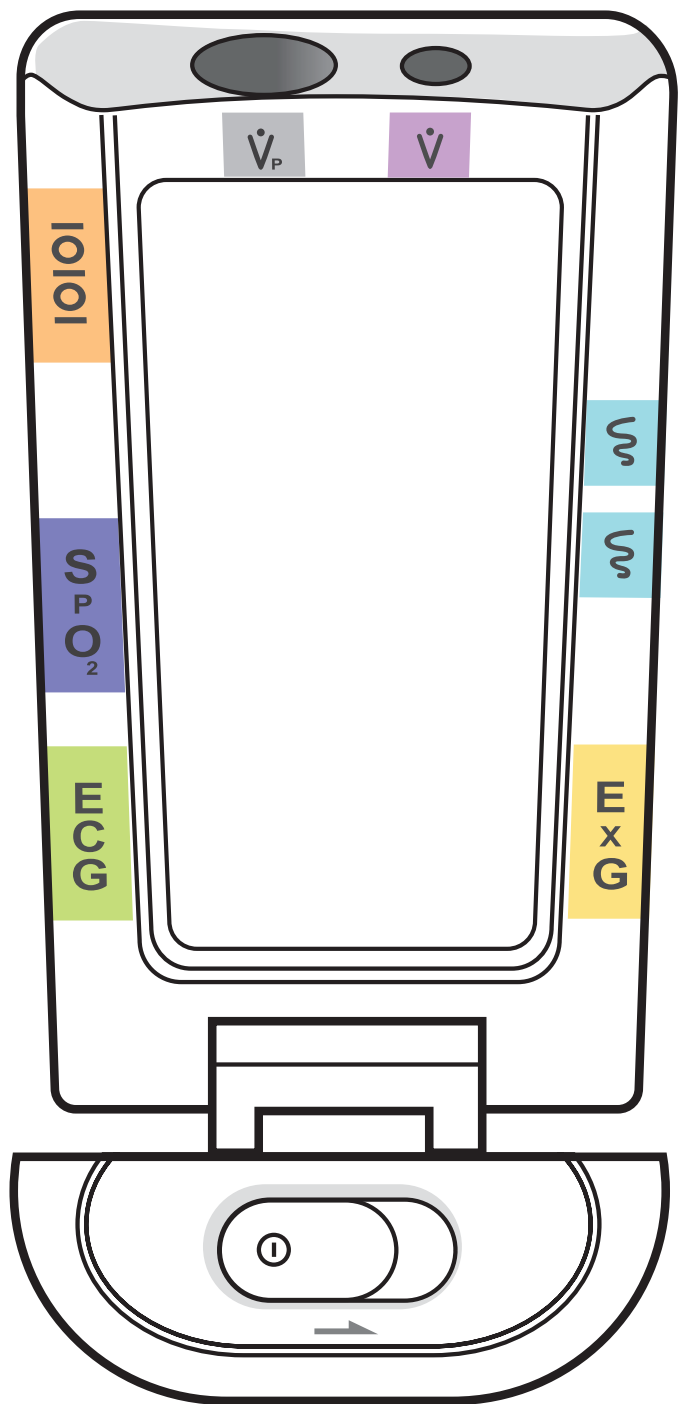
**CLIENT:** The logo for Philips Resironics, featuring the word "PHILIPS" in blue above a black swoosh, and the word "RESPIRONICS" in black below it.

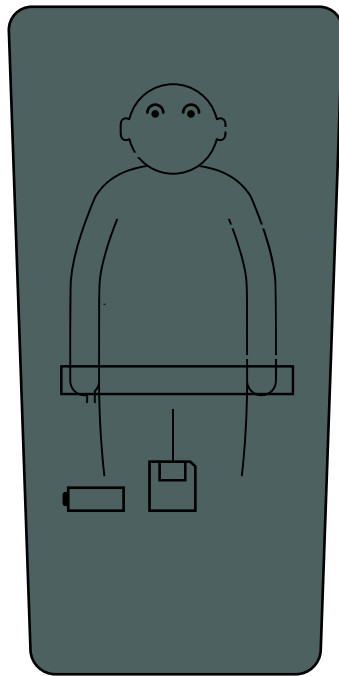
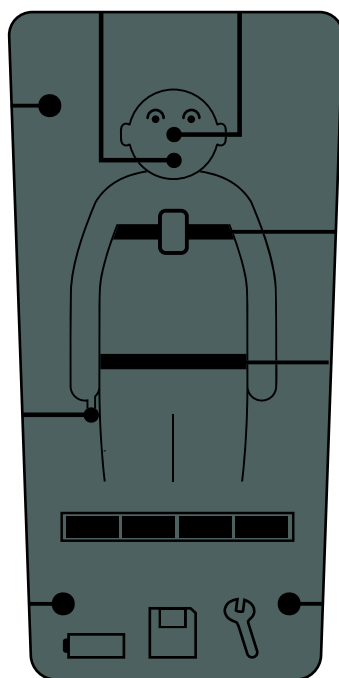
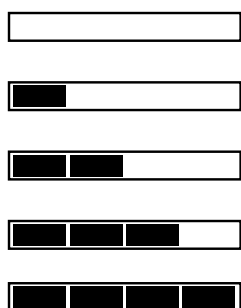
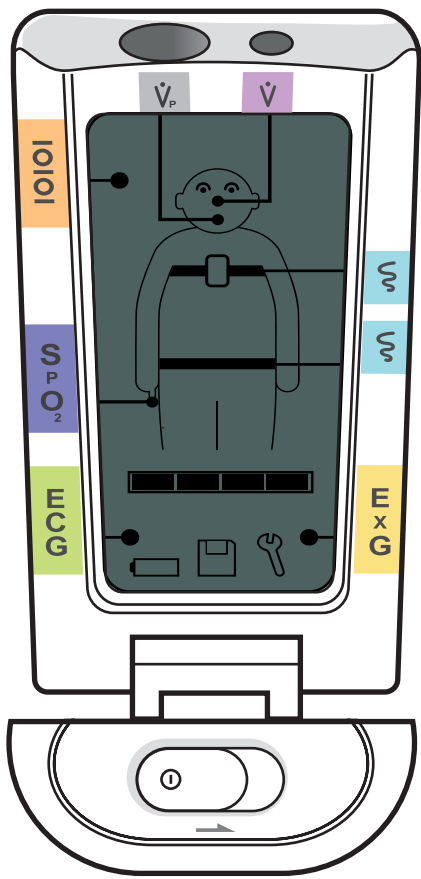
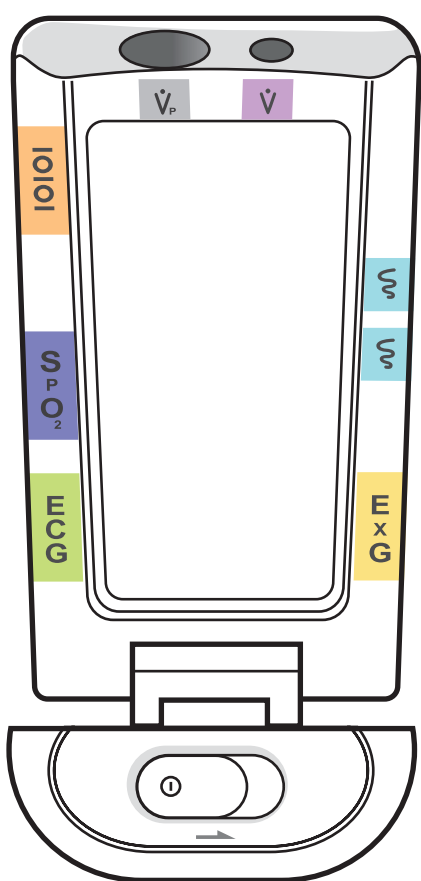
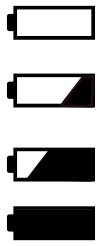
**ROLE:** design a training tool for the Alice PDx Diagnostic System, a tool that measures data and data quality in sleep studies; tool will run as a stand-alone application

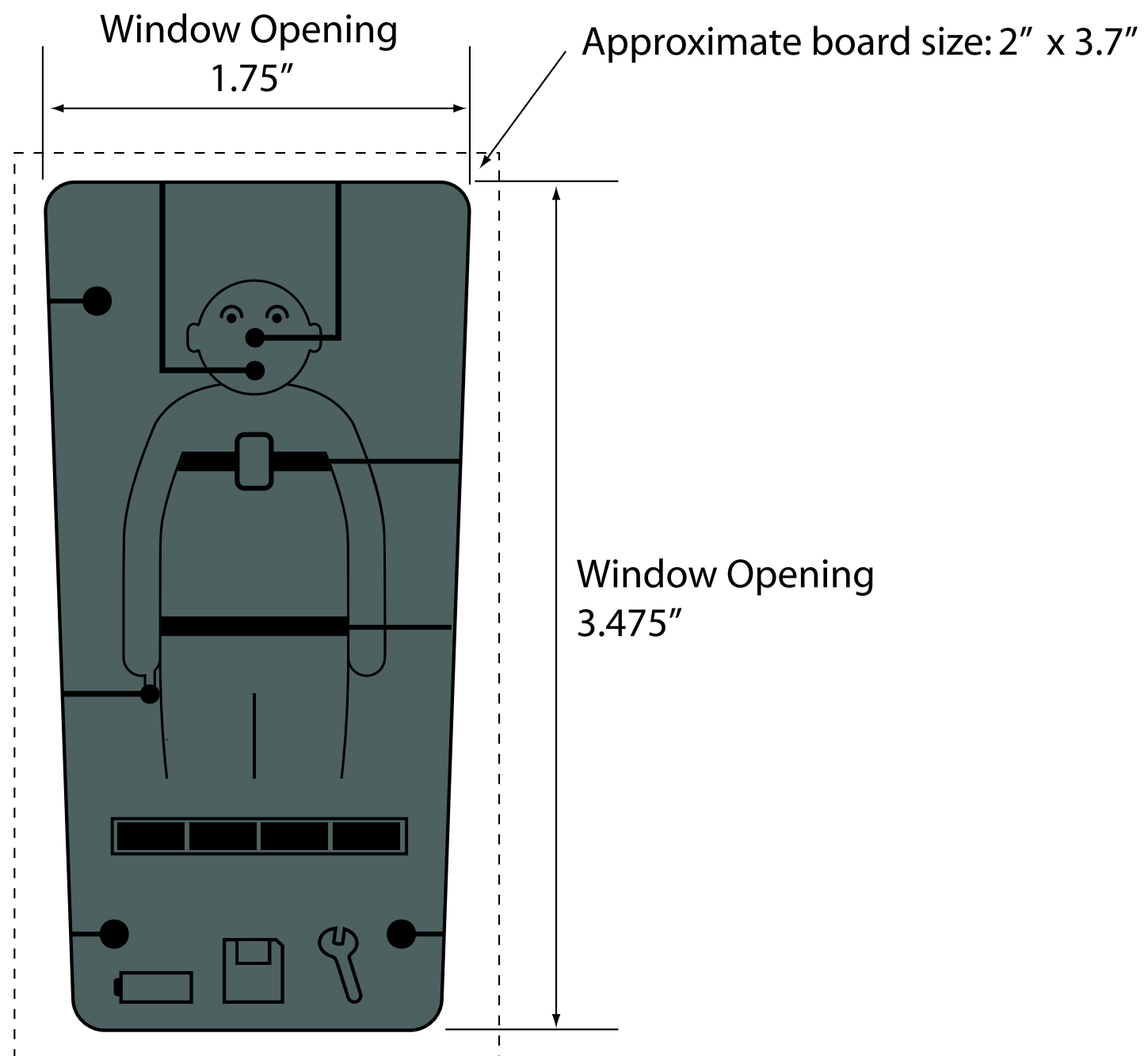
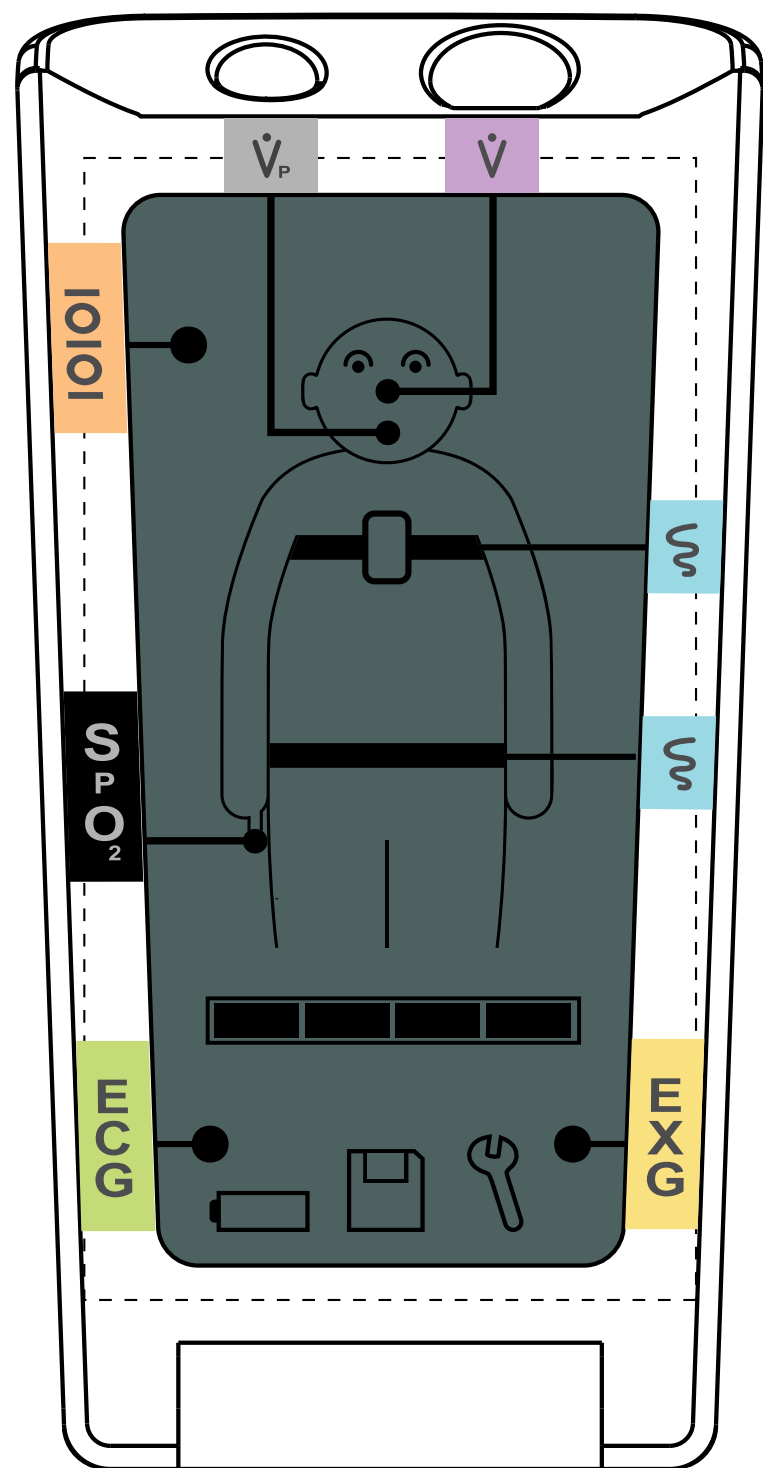
**CHALLENGE:** Training software must accurately portray procedures, and function as both a training and testing tool for the UI on the control device

**SLIDES:**









# SENSORY INTERACTIVE live SEGD event

**PROJECT:** design the step-by-step process from bringing participants at a high-profile SEGD event to pose for a still image and rapidly processing and deploying those images to a Times Square giant LED board

**CLIENT:**



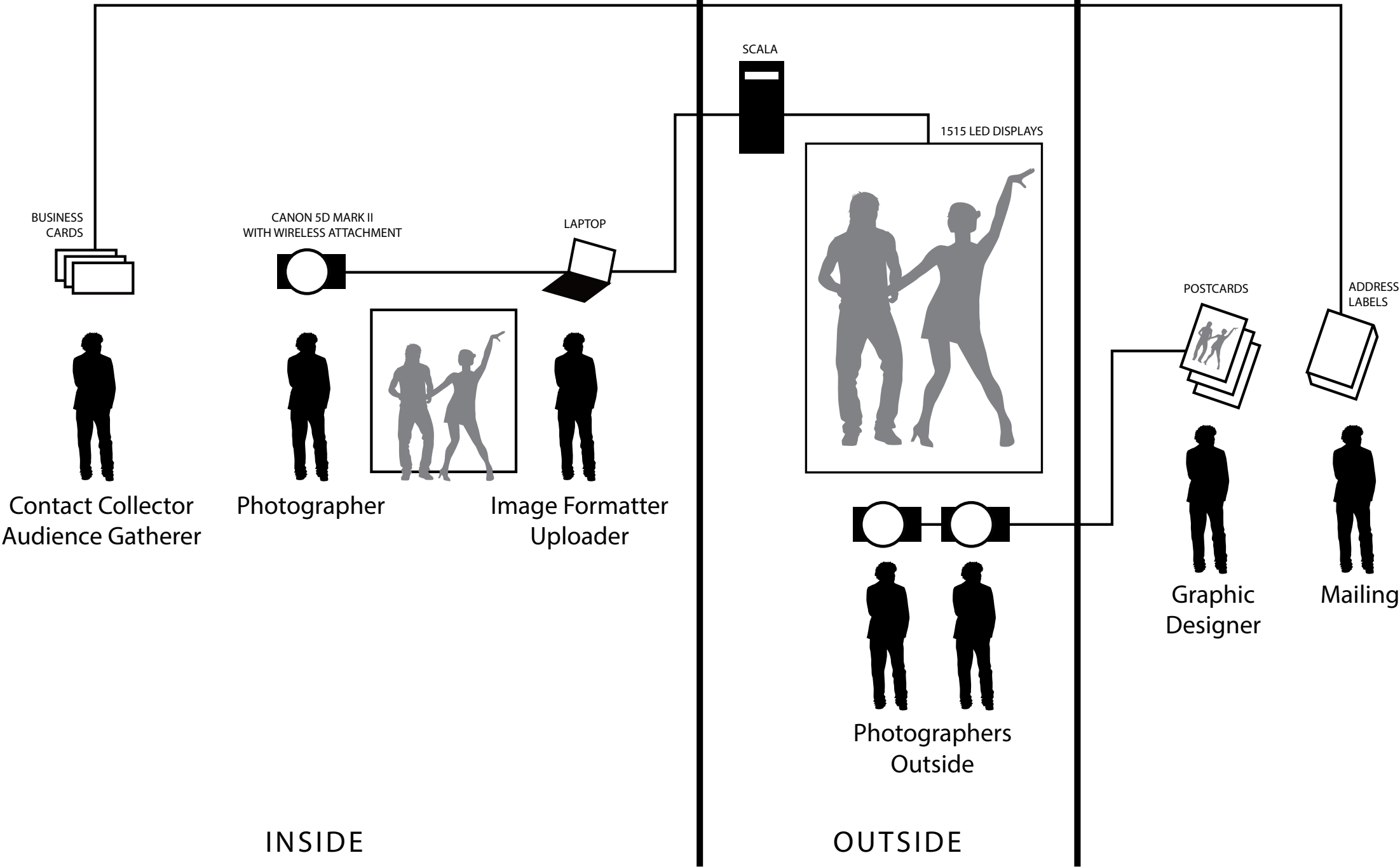
**ROLE:** technical specialist : image processing : content management and distribution. Plan the process, specify the hardware, site setup, image process, push image to board, schedule content for display... live.

**CHALLENGE:** Everything from live transfer of photos from camera to server, to getting a simple cable drop on the event floor.

**SLIDES:** 1

DURING RECEPTION

AFTER RECEPTION



# SENSORY INTERACTIVE virtual immersion room UI

**PROJECT:** design a conceptual UI for a pitch to create a virtual reality immersion room for SL Green

**CLIENT:**  **SENSORY  
INTERACTIVE**

**ROLE:** design the look and feel of a conceptual, high-profile virtual reality immersion room, with an emphasis on futuristic elements and real data display

**CHALLENGE:** The conceptual VR immersion room has screens from near-floor height to ceiling, creating a display too large for a user to view at once. Data should be indicated but not featured until called out in the UI.

**SLIDES:** 1 : see also, Projects Portfolio [video]





1515 BROADWAY

SELECTED BUILDING	
1515 BROADWAY	
SIZE:	2,056,442 SQ FEET
HEIGHT:	57 FLOORS
BUILT:	1972
LOCATION:	TIMES SQUARE

VITAL BUILDING DATA	
FLOOR DATA	SERVICES
FAÇADE	GLASS AND ALUMINUM CURTAIN WALL WITH LIMESTONE PANELS
CONSTRUCTION	STEEL FRAMEWORK AND SPREAD FOOTINGS ON CONCRETE FOUNDATION COLUMN-FREE FLOOR PLATE
CEILING HEIGHT	11' 8" SLAB-TO-SLAB HEIGHT
FLOOR LOADS	100 LBS. PER SQ FOOT
FLOOR 1	LOBBY: ACCESSED VIA ENTRANCES AT THE CORNERS OF 44th AND 45th STREETS AND BROADWAY
FLOORS 2 - 7	28,700 - 59,000 SQ FEET
FLOORS 8 - 10	25,123 - 32,000 SQ FEET
FLOORS 11 - 33	32,300 - 33,300 SQ FEET
FLOORS 34 - 53	33,799 - 34,979 SQ FEET
FLOORS 54 - 57	MECHANICAL FLOORS

TELECOMM

VERIZON  
NEXTERA ONE

ELECTRIC  
CAPACITY

6 WATTS PER SQ FOOT  
EXCLUDING  
BUILDING HVAC

SECURITY

COORDINATED PROGRAM OF  
CONTROLLED ELECTRONIC ACCESS,  
ELECTRONIC SURVEILLANCE AND  
UNIFORMED SECURITY GUARDS ON A  
24/7 BASIS. ELECTRONIC TURN-  
STILES, MESSENGER CENTER AND  
EXTENSIVE CCTV COVERAGE

RESTROOMS



TWO RESTROOMS ON  
EACH FLOOR WITH ONE  
A.D.A. UNISEX  
RESTROOM ON  
EACH FLOOR



# SENSORY INTERACTIVE conceptual UI, stadium wall

**PROJECT:** design a conceptual UI for a pitch to create a digital interface wall at Patriot Place

**CLIENT:**  **SENSORY  
INTERACTIVE**

**ROLE:** design the look and feel of a conceptual, high-profile digital display that visitors would interact with when attending events at the stadium

**CHALLENGE:** The proposed video wall would be comprised of many individual display tiles with bevel edges, creating breaks when the user stands close - as they would to use it's touch-interactive surface.

**SLIDES:** 2



FANS

GAME

SCHEDULE

NEWS

TEAM

STATS

STADIUM





# Pro Bowl to be Played in Hawaii before Super Bowl XLV



The NFL announced on Tuesday that the 2011 Pro Bowl will be played a week before Super Bowl XLV and return to Aloha Stadium in Honolulu, Hawaii.



## NEWS



The 2011 Pro Bowl will be played a week before Super Bowl XLV and return to Aloha Stadium in Honolulu, Hawaii, the NFL announced Tuesday. The game will be televised live on Sunday, Jan. 30 on FOX at 7 p.m. ET. FOX will televise Super Bowl XLV a week later on Sunday, Feb. 6 from Cowboys Stadium in North Texas.

The decision to play the NFL's All-Star Game the week before the Super Bowl for the second consecutive year follows a significant increase in viewership for the 2010 Pro Bowl, the first Pro Bowl to precede the Super Bowl.

