



LIGHT SPRITES®

AN INTERACTIVE OUTDOOR LIGHTING PRODUCT

LIGHT SPRITES® is a sophisticated lighting system that can transform any space, indoor or out, into a uniquely immersive environment. Its unique software has the capability to emulate bio-luminous firefly, swaying wheat fields or holiday festivity, making the Light Sprites® appear to be alive and moving.

While capable of seamlessly integrating with traditional lighting control systems, what makes Light Sprites® truly special is the subtle and innovative use of technologies, such as artificial intelligence, gesture recognition, sound and motion sensors, to make Light Sprites® aware and responsive to people's actions and behaviors.

Whether it's one on one interaction, group play, or special show moments under the direction of a guide, this product will mesmerize and entertain while enhancing any outdoor experience.

**FOR MORE INFORMATION, CONTACT US AT
INFO@BINTERACTIVE.COM**

PRODUCT FEATURES

- Multiple experience modes using the same infrastructure
- Light Sprites® are as curious about you as you are of them!
- Light Sprites can be led by staff members outfitted with a special props or wristbands for enhanced guest experiences
- Potential up-sale & take-away tie-ins
- Can easily tie-in to existing show control systems
- Low operational costs

Light Sprites® is designed for outdoor spaces. Enhance your guest experience with this flexible, easy to install and with low maintenance.

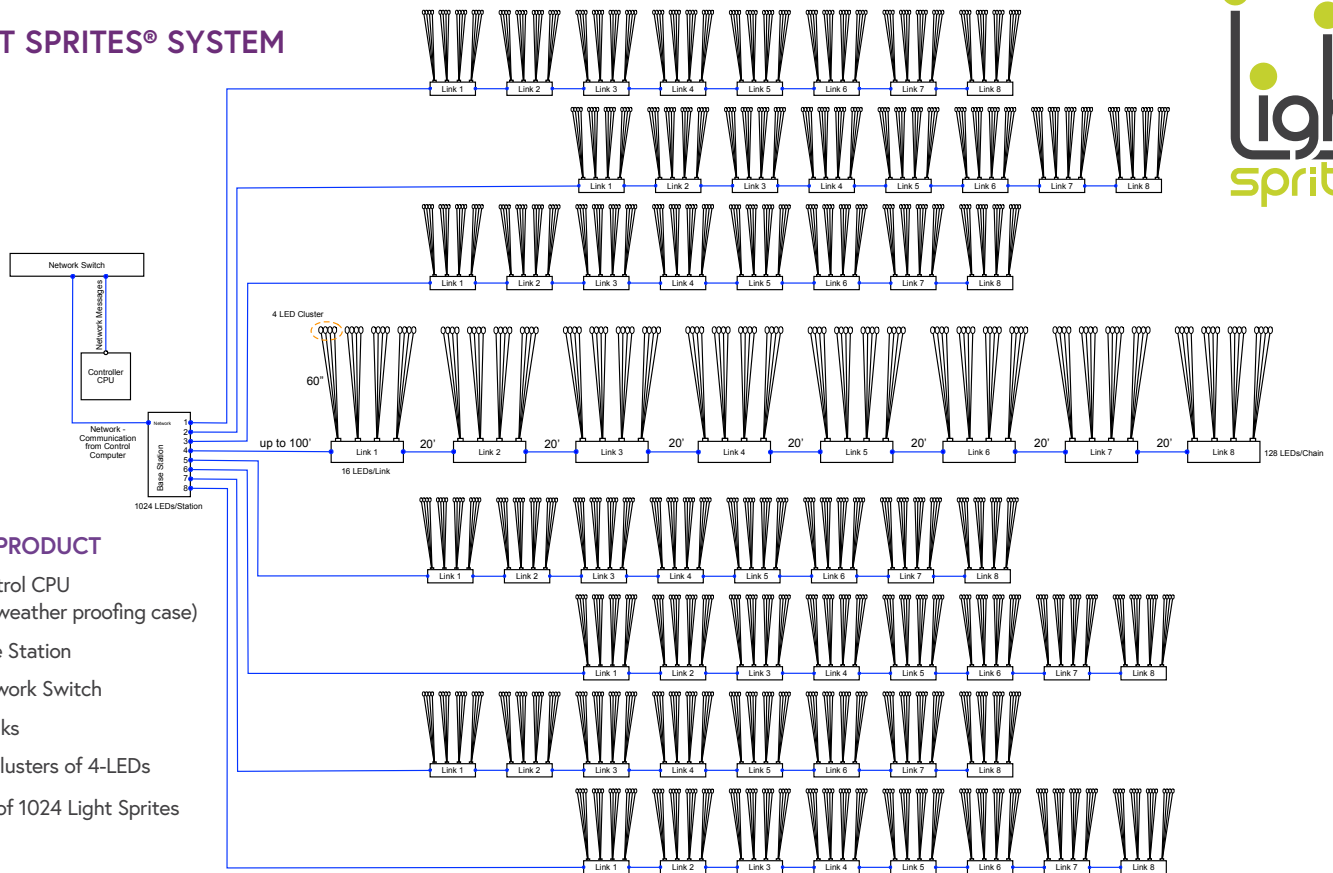
- **RESORTS**
- **THEME PARKS**
- **SEASONAL INSTALLATION**
- **BOTANICAL GARDENS**
- **ZOOS**
- **DESTINATION LOCATION**
- **OUTDOOR NIGHTTIME EXPERIENCES**



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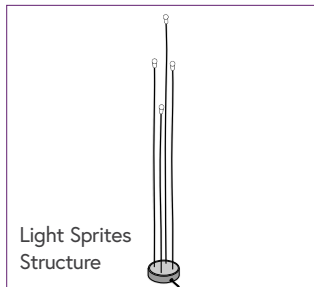
LIGHT SPRITES® SYSTEM



BASE PRODUCT

- 1 Control CPU (inside weather proofing case)
- 1 Base Station
- 1 Network Switch
- 64 Links
- 256 Clusters of 4-LEDs
- Total of 1024 Light Sprites

BASE PRODUCT SPECIFICATIONS

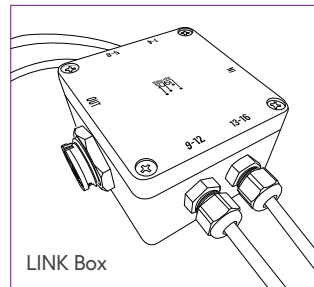


Light Sprites® comes in 2 standard presentations: **Structure** and **structureless**.

The light sprites' structure is made of anodized, semi-flexible aluminum for easy installation. The maximum height of the structure is 38", with a base of 4" diameter. The base is threaded at the bottom, and it provides an easy way to attach the fixture to any surface. Each structure weighs 1 lb. and supports 4 individual LEDs. Support structures are not required for installation in trees, shrubs and above ground structures.

LIGHT SOURCE The standard fixture is a 5mm RGB LED in custom casting.

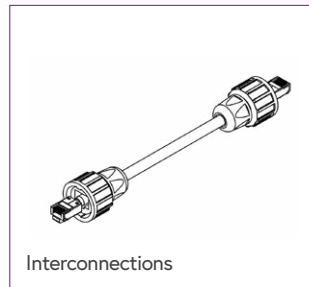
1 Light Sprites system contains 256 structures or 1024 individual LEDs. IP65.



The **LINK box** is cast of aluminum and completely sealed to the environment. Each LINK box has two RJ45 connectors for INPUT/OUTPUT, as well as 4 cable glands to protect the connections with the Light Sprite Structures. The LINK can be slightly buried in the ground for visual purposes, as well as to avoid any hazards during the installation.

Dimensions: 3.13"Lx2.95"Wx2.1"H
Power: 48V DC

IP65 rated with interconnections attached. Included are IP65 waterproof connections for attachment to the link. Each LINK box weighs 1lb and supports up to 4 structures. 1 Light Sprites system contains 64 LINK boxes.



The Light Sprites® system distributes power and control through **CAT5e cables** from Base Station to first Link can be 100'+. Distance between links can be up to 25'.

Each Light Sprites system comes with 72 standard RJ45 field cables of various lengths for installation.



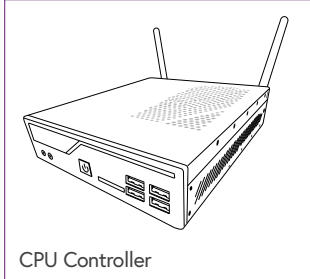
The **Base Station** receives network control signals from the Light Sprites Controller and interprets them into LED control data. While the controller sends configuration and timing information, the processor on the Base Station does the heavy lifting of receiving the configuration information, applying it to pre-existing programmatic "behaviors", and passing along individual Light Sprites' LED control data to the correct chain, LINK, and Sprite.

Dimensions: 10"Lx8.6"Wx1.6"H
Power: 500 Watts (15 Amp circuit)

IP rating: must be placed inside weather enclosure if installed in outdoor space. Each Base Station weighs 2.1 lb, and supports up to 1024 sprites. 1 Light Sprites system contains 1 Base Station

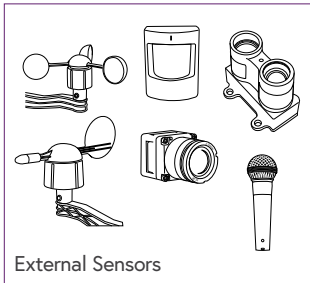


BASE PRODUCT SPECIFICATIONS



CPU Controller

The Light Sprites controller is the **CPU "brain"** at the center of the Light Sprites ecosystem. The CPU serves as the main connection of the Light Sprites to a larger show and lighting control messages into a more streamlined format. The Controller provides customizable system setup, real-time control, and advanced behavior customization of all Light Sprites on the same network. It is also the first point of contact for interactive tie-ins to guest or performer actions, as well as environmental feedback. The Light Sprites Controller can function both independently and in communication with an external show or lighting control system through a variety of protocols (e.g. Art-Net, UDP, TCP, OSC, sACN, MIDI). The Light Sprites Controller communicates with the Base Station via network messages.



External Sensors

External Sensors & Data Streams serve as a real-time dynamic input into the Light Sprites system. These include: remote sensing (e.g., location, motion, proximity, presence detection, etc.), sound (e.g., volume, pitch, timbre, musical structure, etc.), identification (e.g., RFID, QR code, BLE Beacons, etc.), and web API's (e.g., traffic, weather, social media activity, etc.).