

<u>SOS Facility Check List (02/01/2008)</u>	<u>Comment</u>
<ul style="list-style-type: none"> • Exhibit Design Decisions 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> • Understand floor space footprint of SOS -- See diagram. Generally need 30' x 30' square area 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> <ul style="list-style-type: none"> • Projectors go at the corners of the square 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> <ul style="list-style-type: none"> • 17' to 19' from projector lens to center of the sphere 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> <ul style="list-style-type: none"> • Bottom of the sphere is usually 52" from the ground 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> <ul style="list-style-type: none"> • Must include room for a railing or barrier around the sphere (12' - 14') 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> <ul style="list-style-type: none"> • Ceiling height for sphere should be at least 12' 	
<ul style="list-style-type: none"> • Consider how the SOS system will be used 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> • Will site give live presentations using the remote and a docent? 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> • Will the site run the system in standalone or automatic mode? 	
<ul style="list-style-type: none"> • Consider Lighting Configuration 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> • Avoid rooms with outside windows that cast sunlight directly on the sphere 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> • Choose area where interior lighting can be controlled 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> • Watch out for direct over-head lights or any lights that could shine onto the sphere 	
<ul style="list-style-type: none"> • Choose Projector Mounting Style 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> • Floor standing projector tower with surround 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> • Ceiling mounted projectors from a pipe 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> • Wall mounted (not recommended because of vibrations from slamming doors, etc) 	
<ul style="list-style-type: none"> • Consider Audio Configuration 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> • Sound bleed over from other exhibits and vice-versa 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> • Audio speakers are generally located around the sphere perimeter, usually four speakers 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> • Audio speaker wires lead back to a sound mixer that is connected to the SOS control computer and PA 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> • Audio speakers generally need power 	
<ul style="list-style-type: none"> • Public Traffic Flow 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> • Presentations can cause congested areas around the sphere 	
<ul style="list-style-type: none"> • Computer Location Decision Points 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> • SOS uses 5 mini-tower computers plus a spare 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> <ul style="list-style-type: none"> • Four display nodes and one control node 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> • Primary questions: Will computers be centrally located or distributed? 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> <ul style="list-style-type: none"> • This choice effects many other design parameters (wiring, projector towers, etc) 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> • Control computer console needs to be near the sphere for live presentations and alignment to work 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> <ul style="list-style-type: none"> • Control console needs to be in a lockable cabinet 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> • Computers must be adequately cooled and have proper air flow 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> <ul style="list-style-type: none"> • These computer can run hot and overheat if cooling is insufficient 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> • Computers are interconnected via Gigabit Ethernet. Require CAT 6 wiring in between 	
<ul style="list-style-type: none"> • Electrical 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> • How stable and reliable is the sites power. Information for UPS decision. 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> • Projectors draw ~3.5 AMPS each 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> • Computers draw ~1.5 AMPS each 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> • Computers should be on a UPS 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> • Some sites choose to put projectors on UPS units also 	
<ul style="list-style-type: none"> • Conduit and wiring runs 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> • UXGA / DVI between each display projector and display computers 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> <ul style="list-style-type: none"> • Estimate distances 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> • Audio cables from SOS control computer to sound mixer 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> • Audio cables from mixer to each speaker 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> • Power to each projector location 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> • Power to audio speaker location 	

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• Power to computer location	
• CAT6 for network connections between computers	
• Control wire from projector to control system (RS-232 or Ethernet to projector locations)	
• Need Internet line to access SOS support and other sphere data	