G-speak. The Big Advance In Human-Machine Interface

Written by Bob Snyder
12 October 2012

From the debut of its spatial interface in the movie *Minority Report*, Oblong's **g-speak** is now a technology deployed throughout the world—and itcan be viewed at InfoComm MEA.

g-speak™ is Oblong's core technology platform. g-speak is used today to address high-value, real-time, big-data, and big-workflow challenges in applications such as military simulation, logistics and supply chain management, and energy grid management.

The g-speak platform enables the development of multi-user, multi-screen, multi-device, spatial, networked applications.

Oblong also offers full-scale g-speak development environments that include high-end hardware for multi-user gestural input and object tracking.

g-speak is deployed to solve real-world problems, including:

   - Integration of large screens and multiple computers into room- and building-scale work environments

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- Analytics workflows integrating multiple data sets, large data sets, and multiple applications running in multiple locations
- Operation of three-dimensional interfaces
- Scalable multi-user collaborative environments
- Large-scale interactive application sessions that run across enterprise networks

The g-speak platform provides three core functional components:multi-device, spatial input and output; Plasma networking and multi-application support; and a geometry engine that renders pixels across multiple screens with real-world spatial registration.

g-speak allows any number of devices and screens to be used seamlessly together.

The g-speak platform supports practically any kind of input, including input from the mouse and keyboard, from touch interfaces on mobile devices, from web browsers, from large-screen touch displays, from spatial pointing devices, from bare-hand and glove-based gestural input systems, and from custom input devices.

A g-speak application can easily output to multiple screens. g-speak supports projectors, LCDs, and 3D displays. Different types of displays can be used together in a single environment.

The g-speak Plasma networking framework makes interactive, multi-device development simple and scalable. Every g-speak application relies on Plasma to coordinate event streams, application synchronization over the network, and media transport.

Every graphical and input object in a g-speak environment has real-world spatial identity and position.This spatial architecture makes it possible for any number of users to move both 2D and 3D data around between any number of screens.

The g-speak platform is display agnostic. Wall-sized projection screens can co-exist with desktop monitors, table-top screens, large touch screens, and hand-held devices.

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Oblong offers g-speak as a software SDK and runtime libraries. The complete g-speak graphical application development stack is available on Linux and OS X. The g-speak Plasma networking components are available on Linux, OS X, Microsoft Windows, Java, iOS, and Android platforms.

Oblong offers hardware configurations that are designed for g-speak development and deployment.

Oblong also works with customers to specify custom hardware configurations, for example walk-up gestural kiosks that support mobile device interaction plus gesture recognition using the PrimeSense and Microsoft Kinect depth sensors.

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