

usomo 



usomo

UNIQUE SONIC MOMENTS



VR FOR THE EARS.

OPEN YOUR EARS.

usomo transforms any exhibition space into a walk-in and immersive sound experience full of endless possibilities.

The **usomo principle**: Sound is being triggered individually by the user and changes according to his or her position in the space. In this way, the most imaginative worlds can be wandered through and experienced intensively – surprising, intense, engulfing and for everyone individually explorable.



REFERENCES

- Ars Electronica Center in Linz, Austria (usomo becomes part of the the newly designed permanent exhibition as the product is considered cutting edge in the context of digital communication for exhibition spaces – opens spring 2019).
- Festung Dresden, Germany (redesigned perm. exhibition opens in Q3 2019)
- Rock N Pop Museum in Gronau, Germany (perm. Exhibition since Q4 2018)
- Museum Of Communication in Bern, Switzerland (special exh. **SILENCE** 2018/2019)
- Humboldt Box in Berlin, Germany (special exh. **LAUT** 2018)

usomo won the [International Sound Award 2018](#) in two categories and was recently shortlisted for the [German Design Award 2019](#)







The Product

Each individual usomo system works completely autarkically and consists of the following elements:

For the user:

- Open headphones with the usomo tracking module
- and a smartphone for playing back the sound data

In the space:

- Anchors – at least four and in unlimited numbers. In this way, the installation is possible in very small but also in indefinitely large spaces and across several levels, it can be used by an unlimited amount of users.

No higher-level equipment such as a server is required. The ranging is extremely accurate: within 15 cm in position and 1° in rotation.



The Competition

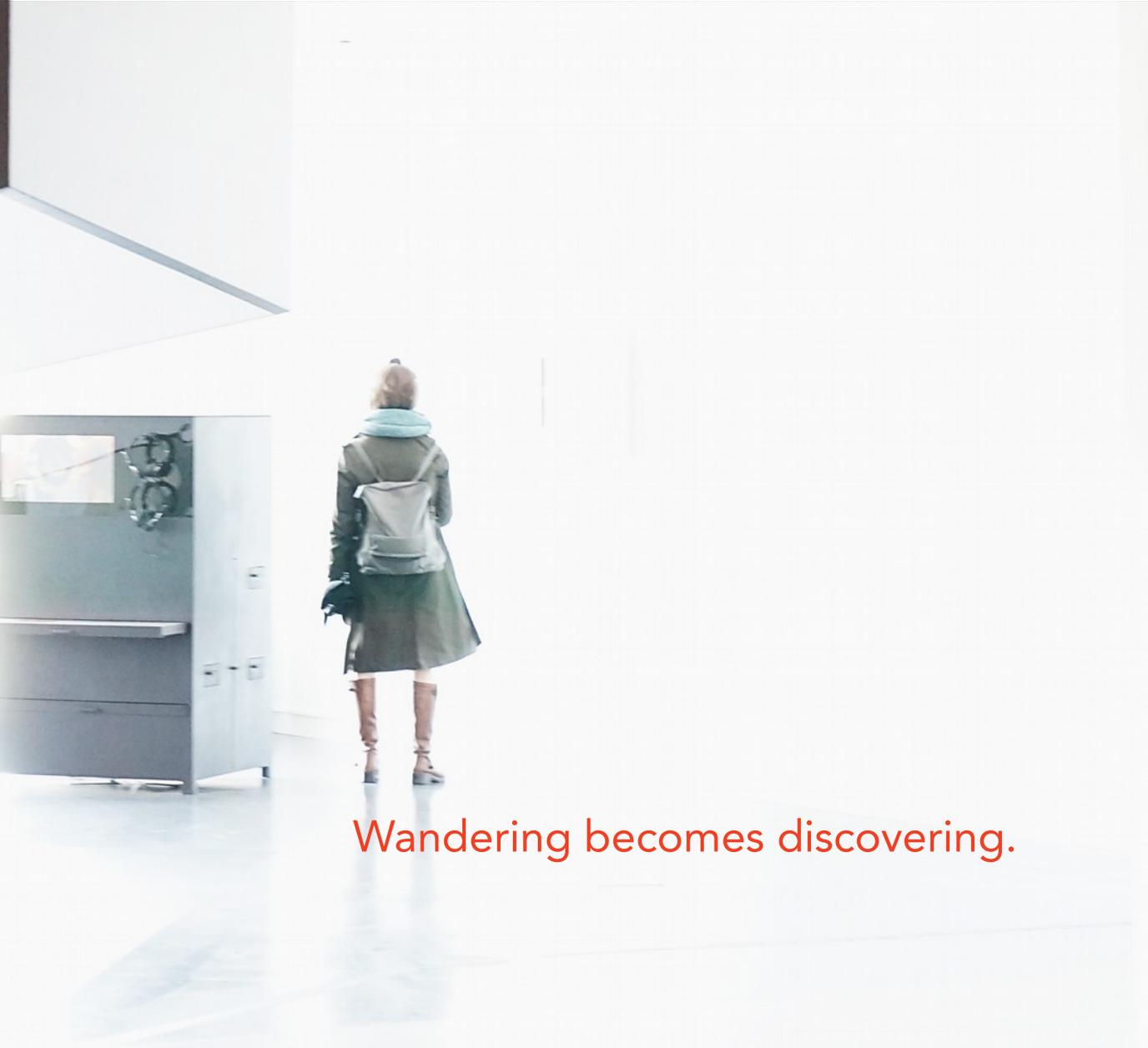
- Spatial sound systems work with speakers. They only allow a limited number of different sound sources in one space.
- Headphone systems do not relate to the space. They merely play back linear audio. Movement in the space does not change anything about the sound heard.

Only usomo achieves this combination, and thereby, the possibility to place a large variety of sound sources in the space without them interfering with one another.





Hearing becomes sensing.



Wandering becomes discovering.

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