



At this year's Light & Building fair in Frankfurt, Vertigo Systems will present **digital interiors**-i.e., interactive experiences bordering between architecture, light and media.

Their latest version of **living surface** (system environment for touch-less interactive media installations) will take the possibilities of state-of-the-art media and light technology even further to deliver interactive scenography and mood media.

Particularly the implementation as **living wall** will impress visitors. The frameless video wall with distance-based camera sensors deploys a lasting effect as a design or advertising element. The available interactive content themes include high-quality nature scenarios or customized productions of the customer's product and brand world.

The current version of the popular **living floor** comes with high-resolution projection quality and a new integrated control for matching ambient light.

### **living elevator**

is an entirely new product version and brings vivid digital wellness into the elevator.

Also at show - the **InterActivator**, the new plug & play solution from Vertigo Systems for interactive floor projections. The InterActivator is aimed at promotions, small events and roadshows. Compact, portable, cost-effective- - an elaborate ceiling mounting is not required.

## "Digital Interiors" at Light & Building

Written by Bob Snyder  
01. 04. 2014

---

Watch [Video Presentation of the InterActivator](#)

Go [Digital Interiors of Vertigo Systems](#)