



# Autonomous UV Lighting System

A bacteria-free  
workplace for tomorrow.





# Introduction to UV-C

In the modern world, microbial diseases represent one of the major challenges to worldwide public health. Common examples are influenza and tuberculosis, which have been increasingly drug resistant.

We are increasingly spending more time indoors, and the air we breathe is commonly re-circulated with trapped bacteria, viruses, smoke and toxic gases. UVC radiation is a known disinfectant for air, water and surfaces, and can be an integral part of promoting a comfortable and safe work environment.

## Benefits of UV Technology



### Anti-microbial Protection

Effective for all types of microorganisms, including bacteria, viruses, fungi and protozoa.



### Reliable Disinfection

Effect of UVC has been scientifically proven, and no disinfectant by-products are formed.



### Cost-effective & Sustainable

UVC installations require low capital and operating cost, are HACCP compliant, and are safe and environmentally-friendly.

## Benefits of Office UV-C



### Employee Well-Being

Using the benefits of UV-C light, employee comfort and safety will be massively improved.



### Healthy Workplace

With a healthy workplace that offers humanised technology, attract and retain the best employees.



### Enhanced Performance

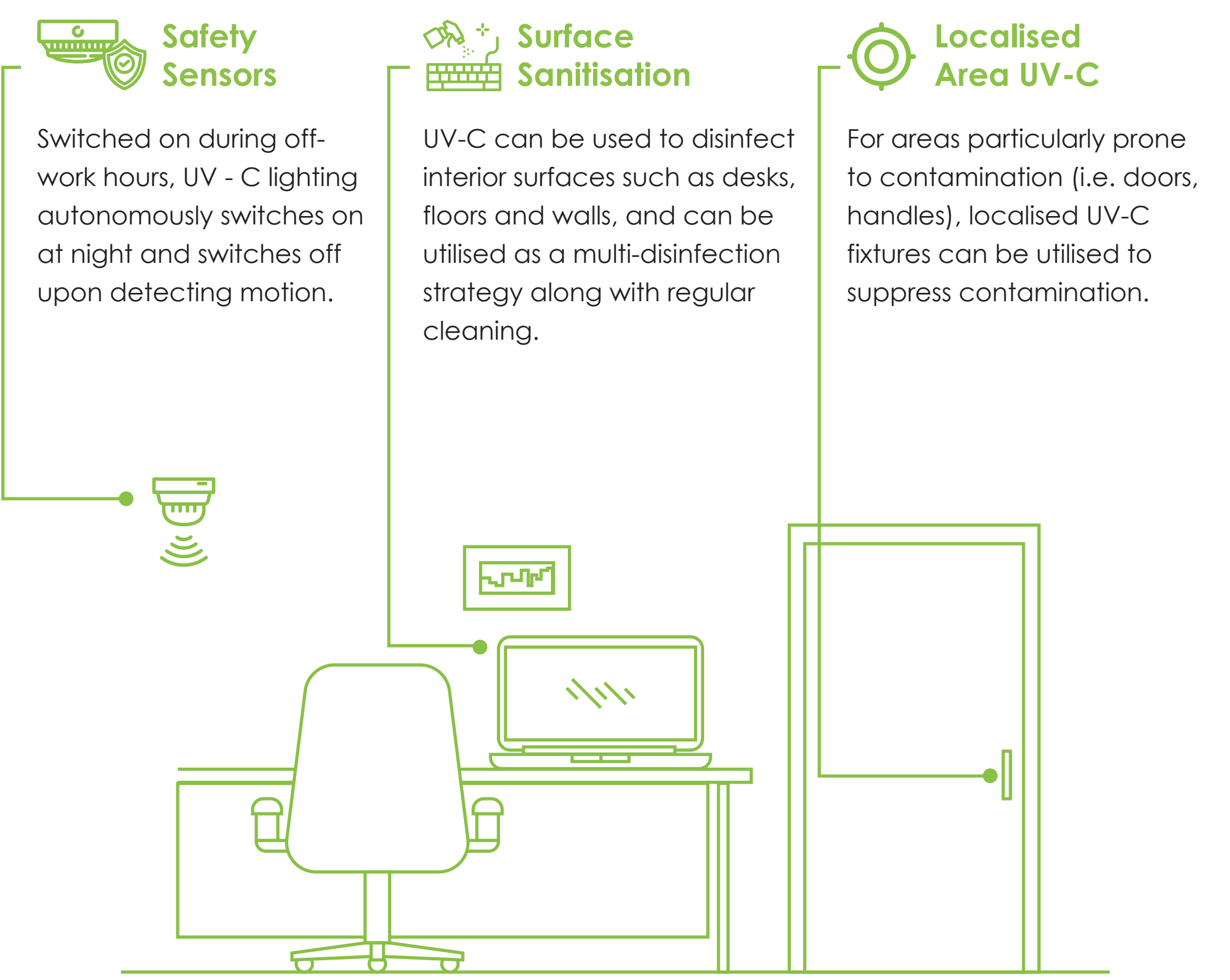
With improved productivity, comfort and reliable output, employee performance will surely see an uptick.

# UV-C In The Office

The air we breathe in indoor environments is often anything but clean. With the state of current events, both workers and visitors will expect a higher level of cleanliness for any building they walk into.

To address growing concerns on how to sanitize office spaces and reduce microbial presence on a cost-effective scale, UV-C lighting is a viable option. Building managers, maintenance departments and custodial staff can perform their jobs better with UV-C technology on their side.

## Applications in the Office



## UV-C For Different Spaces

