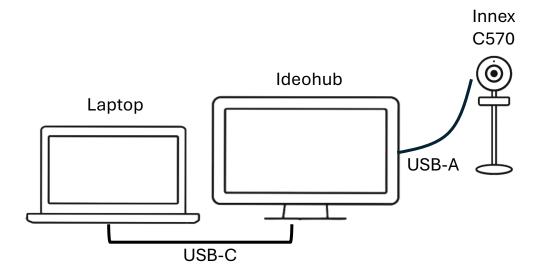
The Kitchen Table

Limited space and limited budget make this a challenging problem.

- **Laptop camera limitations** small camera with poor angle.
- Single monitor Not enough display space for audience and content.
- Difficulty with inking laptops with pen are rare, even then screen is not supported for writing.
- Clunky content sharing Switching between tabs, apps, or screens disrupts flow and causes friction.







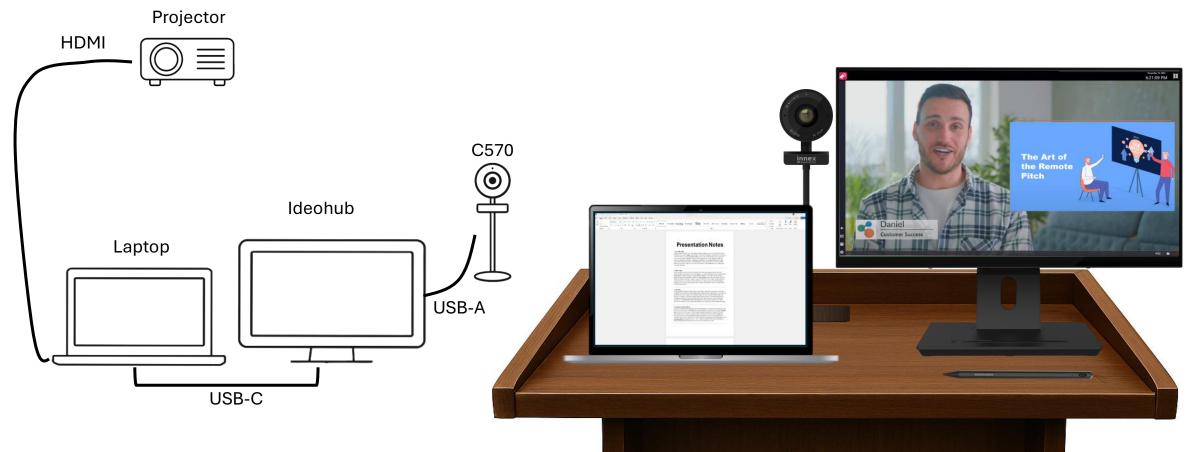


The Auditorium

Disconnected cameras and static content create a flat, forgettable experience—even in large, high-stakes spaces.

- Difficult to blend content and presenter –
 Usually large projectors just show static content.
- Hard to see presenter Audience members sitting in the back row can see the content, but not the presenter. Even with multiple projectors, everything is disconnected.
- Difficulty with inking no easy way to point out or highlight items. No easy way to interact with content.
- No dynamic control Presenters are stuck at the podium; switching content or cameras requires help, killing spontaneity.





The Huddle Space

These informal, fast-paced spaces often lack the tools needed for effective collaboration.

- Under-equipped but overused Often outfitted with just a monitor on the wall, yet they're the most frequently booked.
- Limited space Not a lot of room for equipment and technology.
- Difficulty with inking Whiteboards are usually absent and screens are not interactive. No easy way to interact with content.
- Frustrating hybrid experience Without good cameras and mic placement, remote participants are left out of fast-moving conversations.







The Board Room

High expectations, complex requirements, and diverse users make boardrooms a design challenge.

- Must be easy to use High-profile meetings mean users hesitate to physically engage with tech—even when it's there.
- Hard to see presenter The presenter is just one more small box, they can't 'stand up' or stand out.
- Difficulty with inking Limited use of whiteboards. No easy way to interact with content.
- Difficult to control multiple displays Content must be shown to in-room participants and remote attendees at once, with few tools to manage both intuitively.





Dedicated Audience Monitor

- Audiences, in-room participants, and the presenter must be able to see each other naturally.
- Cameras should be positioned such that everyone can easily understand who is speaking to whom.
- Everyone should have a presence in the meeting.



The Control Room

High-pressure environments demand realtime collaboration, situational awareness, and zero friction.

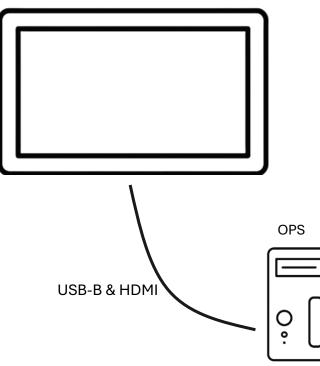
- Too much data, not enough clarity Operators juggle dashboards, video feeds, documents, and live inputs—but can't organize or prioritize effectively.
- Fragmented tools Whiteboards, displays, video players, and note-taking are all separate, slowing response times.
- No unified control Managing content across large video walls, multiple sources, and remote contributors often requires dedicated AV staff.
- Multi camera sharing is complex can't easily share multiple cameras in a hybrid session.







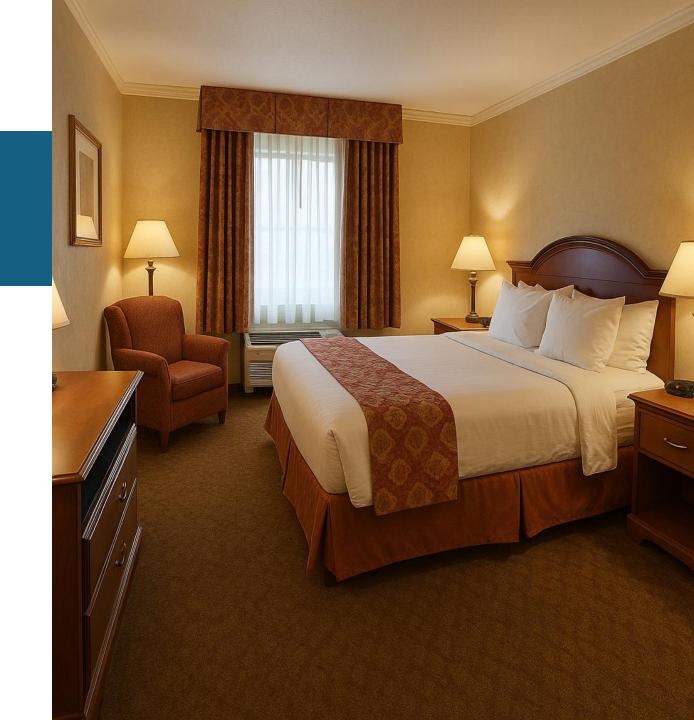
DV LED Video Wall

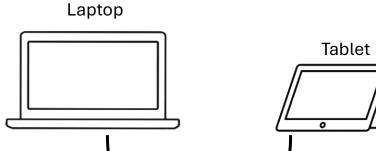


The Hotel Room

Mobile workspace with limited space, poor lighting and lack of additional tools.

- Poor Lighting and Camera angles Most hotel rooms are not designed with video calls in mind, leading to unflattering or unclear visuals.
- Difficulty with inking laptops with pen are rare, even then screen is not supported for writing.
- Lack of Presentation Tools No whiteboards, dual monitors, or proper camera setups for physical gestures or product demos









Training Space

A Classroom setting mainly beneficial for participants on site.

- Limited Display and Interaction Technology– Single Display focus, traditional dry-erase whiteboards, disjointed visual flow.
- Camera Limitations and Visual Disengagement– Remote participants can't see classmates' reactions, gestures, or active engagement, diminishing the sense of inclusion.
- Lack of Presentation Tools proper camera setups for physical gestures or product demos



Multi Camera View

- Leverage **dual cameras** for meetings.
- Presenters must have their own dedicated camera; help them stand out, create visual presence and command attention.
- People want to talk to and listen to the presenter.
- Separate room cameras can be used to allow in-rooms participants to be present.
- Background removal is BAD! Poor associative memory, and very distracting.



Ideal Setup & Configuration ΤV **Training Notes** HDMI C570 Monitor -----Ideohub C570 0 Desktop USB 3.0 & HDMI USB-A 0 ° HDMI USB-A