Yealink



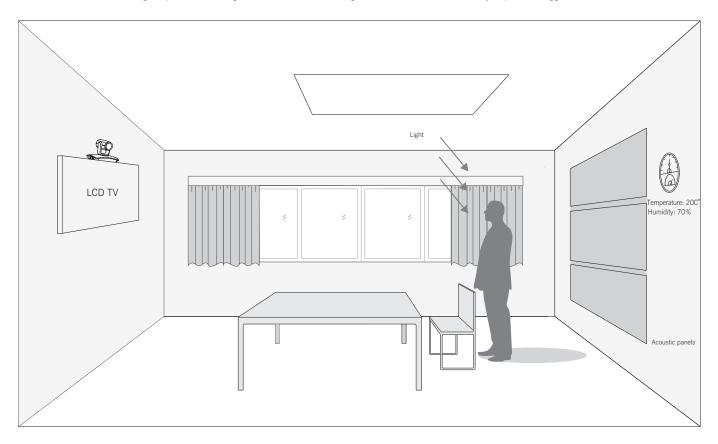
Deployment Guide for Your Video Conference Room

Applies to: VC110



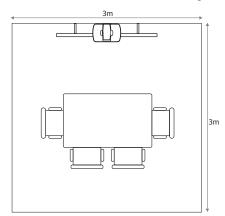
Requirements of Video Conference Room

To make the video conferencing endpoint achieve a good effect, the rational design of the conference room is very important, suggestions are as follows:



1. Conference Room Environment

Because the VC110 camera lens uses the digital zoom technology, you'd better deploy your conference room as follows:



Conference Room Requirements

- The length of the conference room should be less than 3 meters.
- The area of the conference room should be less than 10 square meters.
- The conference room can accommodate 4 people.
- Keep the indoor temperature and humidity appropriate is the basic elements for making the video conferencing endpoint steady and work reliable. And the recommended temperature is 15-25 degree centigrade, humidity is 60-80 percent.
- The recommended environmental noise in the conference room is within 40 dB (A). The big indoor noise, such as the noise of the air conditioner, can affect the performance of the audio system, causing people in the other conference room cannot capture the speaker's voice.

2. Conference Room Setup

- The scenery around the conference room, the color of the table and chairs may also affect the quality of image pickup, so complete white or black should be avoided. These two colors can produce reflections and less brightness for the pickup of people and objects.
- The wall around the conference room, table and chairs should use uniform light color, such as beige or grey. The wall of the conference room should not use complex pattern or hanging complex portrayals, so as to avoid getting fuzzy for the image when the camera is moving or zooming.

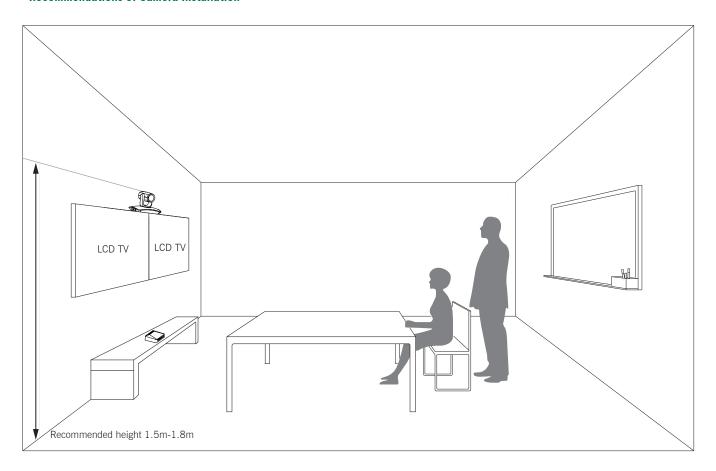
3. Conference Room Illumination

• Lighting is an important factor in the conference room, because the natural light shade in the conference room is different through the day. Conference room should avoid using natural light and prefer to use artificial light. When using artificial light, preferentially choose cold light source, such as "three primary colours" (R, G, B) which works best, and avoid using the heat source at the same time, such as high intensity of iodine-tungsten lamp.



- The recommended light intensity is 400 to 500 lux on faces, overall lighting layout is reasonable, ensure the light distribution is uniform on faces (eye, nose, and jaws shadow), light intensity around LCD TV and video camera should be less than 80 lux, otherwise it will affect the image pickup and viewing. All the windows should use brunet curtains to prevent from direct sunlight.
- 4. Conference Room Acoustic Requirements
- The ceiling in the hall and walls around conference room are suggested to install acoustic panels, and use double deck glass or curtain, in order to heighten
 an effect of sound insulation and sound-absorbing.

Recommendations of Camera Installation



- Install the LCD TV and video camera relative to the center of the participants. To ensure that the participants are directly facing the camera and LCD TV during calls.
- The camera should be mounted on the wall, about 1.5 meters to 1.8 meters above the ground. Install the LCD TV below the camera.
- The camera should not directly face light source, to prevent image spot causing glaring bad experience.
- An infrared receiver is located in the camera. Make sure no obstruction is in front of the camera.
- The camera should not directly face the door, to prevent the movement of personnel influencing the camera focus.

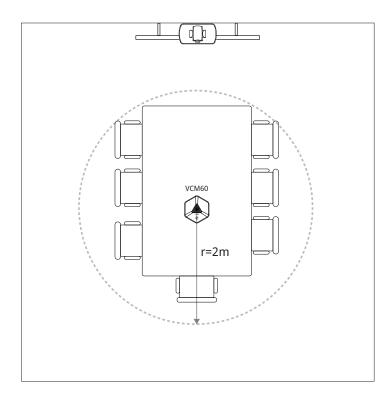
Others

- Place the whiteboard in the opposite of camera.
- Distance between participants and LCD TV is about 4-6 times the height of screen.
- The LED TV should be less than 40 inch.
- The VC110 can be powered from a PoE-compliant switch or hub.

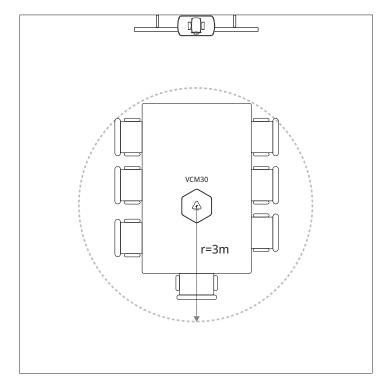


Deployment Solutions of Yealink Audio Devices

Video conferencing endpoint supports different audio input devices according to the conference requirements. Such as VCM60 video conferencing wireless microphone, VCM30 video conferencing microphone array or VCP40 video conferencing phone. Deployment solutions for different audio input devices are as follows:

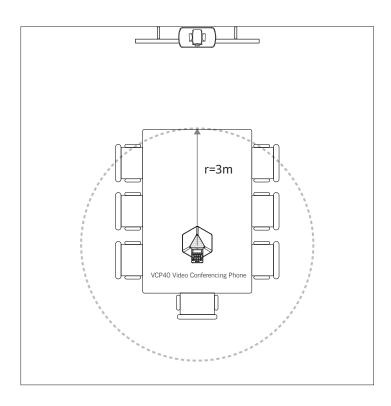


- VCM60 supports 360-degree audio pickup at a radius of up to 2 meters.
- When using the VCM60, the area of the conference room should be less than 15 square meters.
- The VCM60 video conferencing wireless microphone should be less than 30 meters distant from the dongle, and isn't disturbed by obstacles.
- Place the VCM60 on a stable surface and keep it away from obstacles so that it can effectively pick up sounds.

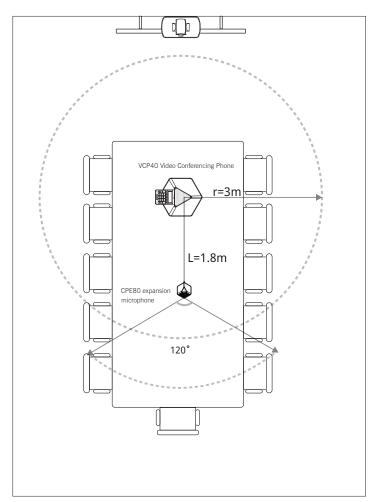


- VCM30 supports 360-degree audio pickup at a radius of up to 3 meters.
- When using the VCM30, the area of the conference room should be less than 20 square meters.
- Place the VCM30 on a stable surface and keep it away from obstacles so that it can pick up sounds effectively.





- VCP40 supports 360-degree audio pickup at a radius of up to 3 meters
- Far away from the noise source when installing VCP40 (such as air conditioner or computer host).
- VCP40 should be placed in the center of all participants, make sure that all participants are within the scope of pickup.
- If you need to connect an expansion microphone, the arrangement of microphones should make the sound field to be evenly distributed, then it will avoid echo from microphone.



- When the area of the conference room is more than 15 square meters or the distance between a speaker and VCP40 video conferencing phone is more than 2 meters, a CPE80 expansion microphone could be connected to the MIC port on the VCP40 video conferencing phone, to pick up sound effectively.
- CPE80 expansion microphone is a directional microphone, which supports 120-degree audio pickup and should be faced to the speaker.
- VCP40 video conferencing phone provides two MIC ports.
 Please choose any one to connect as required.
- The scope indicated by the dotted line has the best effect.
 If you cannot achieve good effect at your seat, you can move the microphone to a suitable place.