

MultiSite™ with 4 monitors



A MultiSite™ conference with four participant locations discussing contents from two sources—a document camera and a PC.

At the host site (the local site), each remote location is displayed on a separate monitor.

To ensure perfect eye contact, each monitor is equipped with a camera on top. These three cameras each capture their own image of the local room. Basically the same image, but from slightly different angles for proper eye contact for each remote participant.

The image captured by Camera 1 is transmitted to the location displayed on Monitor 1, the Camera 2 image is transmitted to the location displayed on Monitor 2, and the Camera 3 image is transmitted to the location displayed on Monitor 3.

The content sources are displayed on the presentation screen at the local site and also sent to the remote participants (the drawing captured by the document camera is the one displayed in full view, with the PC content shown in a PIP in the upper right corner).

Each remote location receives a unique image. This removes the distracting selfview and furthermore it allows adjustments of the image layout in order to better comply with the capabilities of the receiving systems.

The New York based person participates from a system not supporting dual stream, hence the content is displayed in the main video stream layout.

In addition to content, New York sees the local room as

captured by the camera on top of the "New York" monitor (Camera 1) as well as Sydney and London.

Sydney sees the "local" room as captured by the camera on top of the "Sydney" monitor (Camera 2) as well as New York and London in addition to having the content sources displayed on a separate presentation display.

London sees the local room as captured by the camera on top of the "London" monitor (Camera 3) as well as New York and Sydney. The content sources and other location views are being displayed on a side-by-side layout on a single monitor system.

Summary—main scenario features:

- Remote participants displayed full size on individual monitors on local site.
- Multiple cameras used to ensure perfect eye contact with the remote participants.
- Multiple content sources displayed simultaneously (document camera + PC).
- Unique, dedicated picture sent to all remote participants (no distracting selfview during conference).
- Standards based videoconferencing.

