



## **DX Camera Module**

### **Room Layout Recommendations**



This guide offers various room layout recommendations to enable immersive telepresence videoconferencing using the Equal-i DX Camera and 2S Image Processor

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## Equal-i DX Dual Camera Module



The Equal-i DX Camera Module requires just 4mm between dual displays and sits between the displays at perfect vertical eye-line where it sits on and is concealed by the display bezels. The camera connects direction into Array's [Equal-i 2S Image Processor](#), which uses [Equal-i Technology](#) and applies custom image improvement algorithms to improve the scene before handing the video stream to the codec for the trip across a network.

**Videoconferencing Codec:** Use any codec with an HDMI input. For best results, ensure that both video and content channels are 1080p 25/30fps capable.

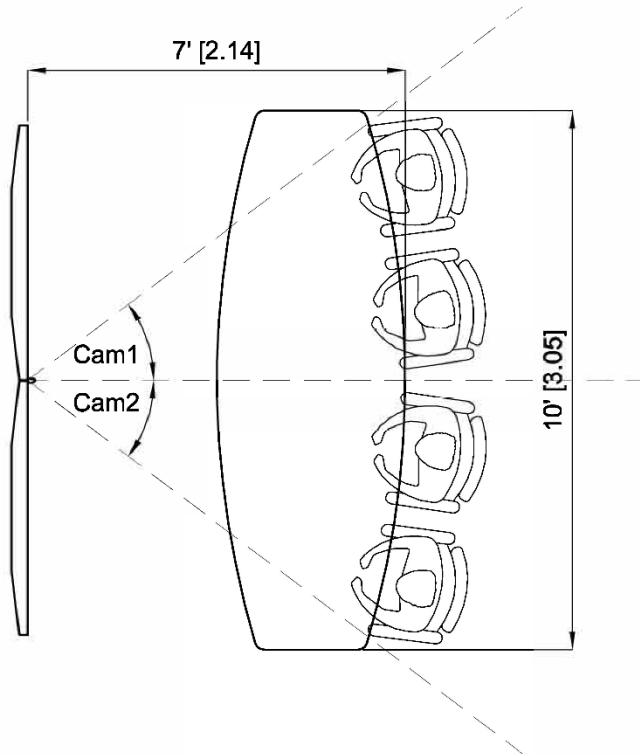
**Ideal Vertical Eye-line:** 46 and ½ Inches / 118 cm from the ground produces an ideal eye-line.

**Field-of-View:** The standard DX Camera has two camera heads each capturing a 37° field of view. We have an optional lens configuration where each head captures a wider 49° field of view.

**Ideal Display Scenario:** The DX Camera is ideally concealed between dual displays (flat or curved). We recommend a minimum of 65 inch displays for an 8-person table, 80" displays for 12 person and 90"+ for 16 or more participants to maintain life-size proportions. We offer a [complimentary room design service](#) that can assist in making recommendations for the ideal display and camera for your existing or planned room.

**Table Shape**– The Equal-i Image Processor and the DX Dual Camera Module will work with almost any table – round, rectangle, oval, U-shaped, etc. We offer a [complimentary room design service](#) that can assist in making recommendations for the ideal table location for your existing or planned room.

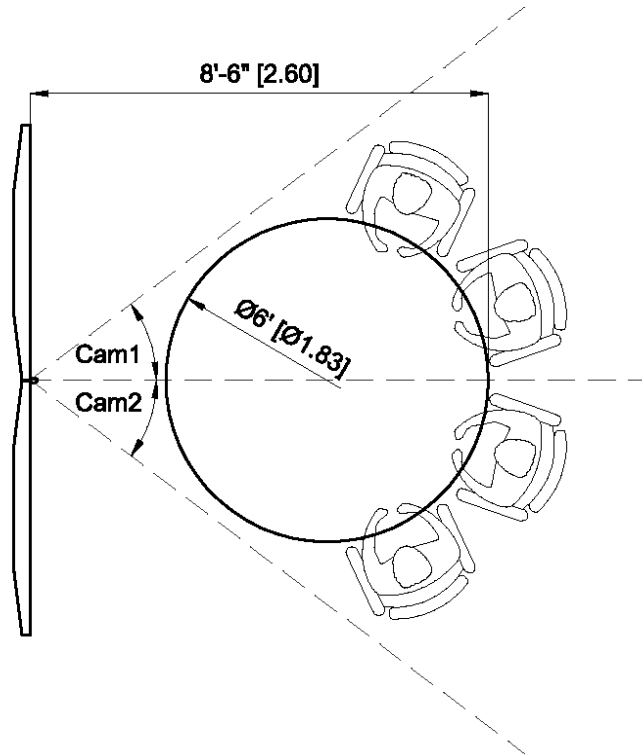
Please review the rest of the document for a collection of best practices for a variety of room, table, and display sizes and shapes.



DX camera layout  
 Use EQ Map Set A for tables in this orientation  
 All dimensions are approximate

01

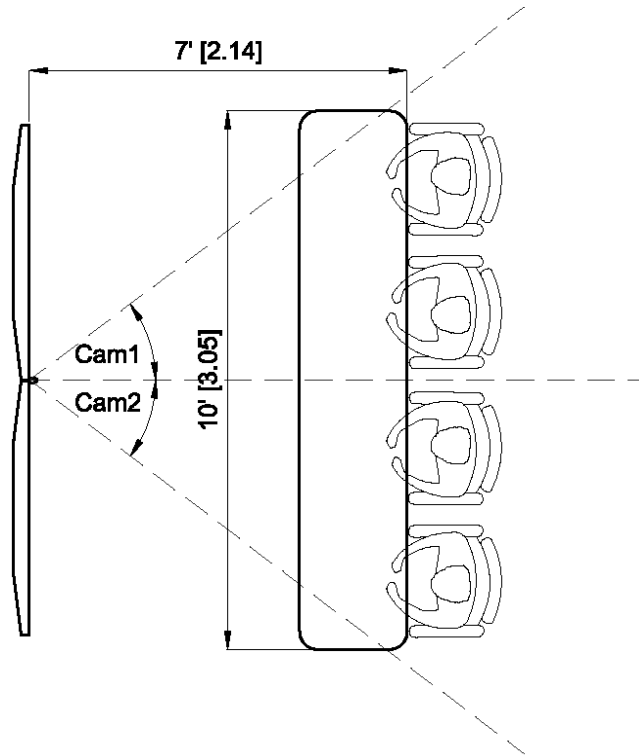
**ARRAY**  
 TELEPRESENCE



DX camera layout  
 Use EQ Map Set A for this table shape  
 All dimensions are approximate

02

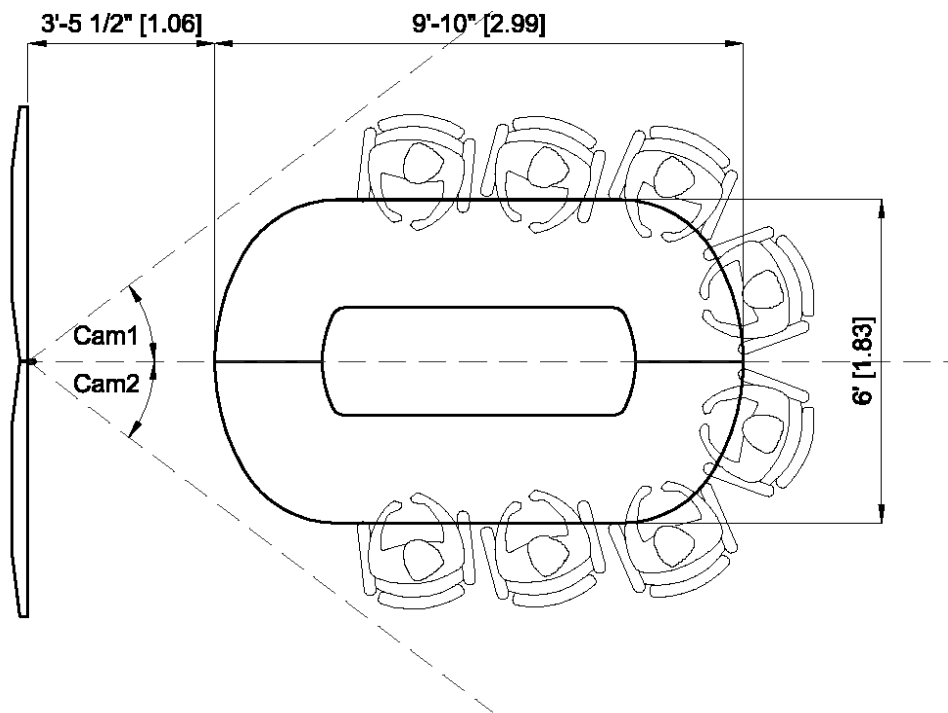
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 TELEPRESENCE



**DX camera layout**  
 Use EQ Map Set A for tables in this orientation  
 All dimensions are approximate

03

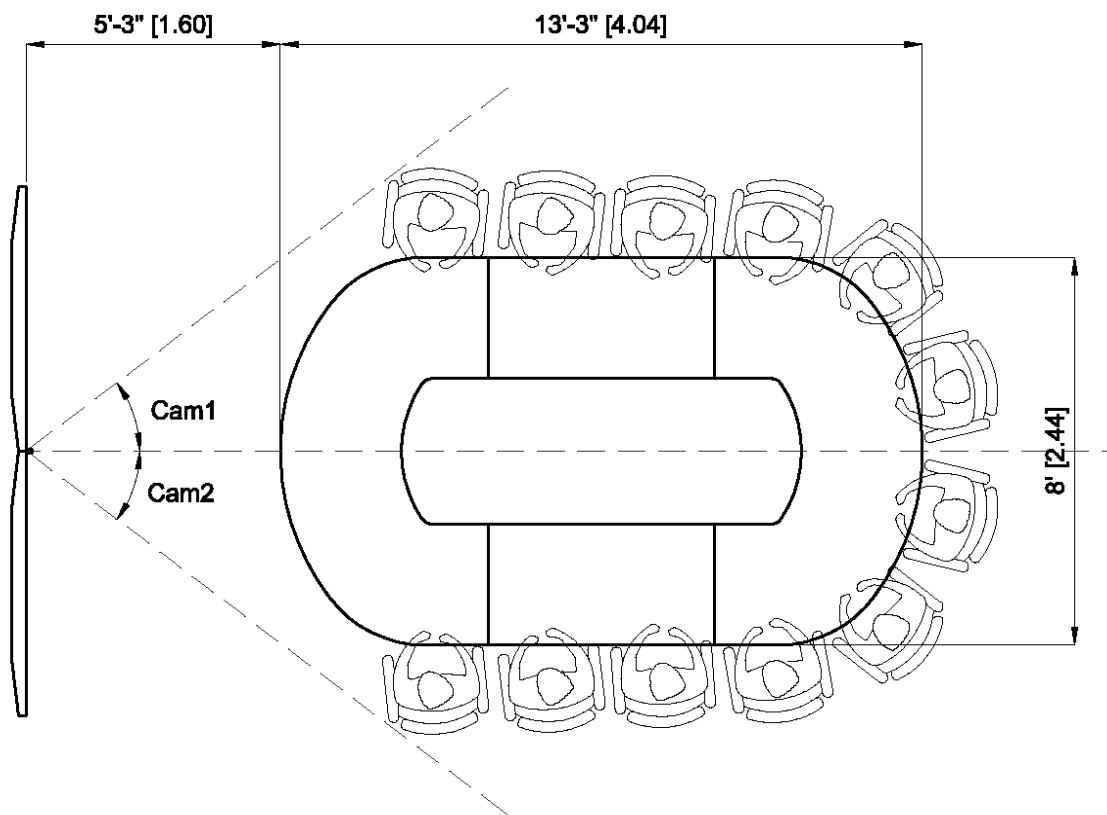
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 TELEPRESENCE



DX camera layout  
 Use EQ Map Set B for this table shape  
 All dimensions are approximate

04

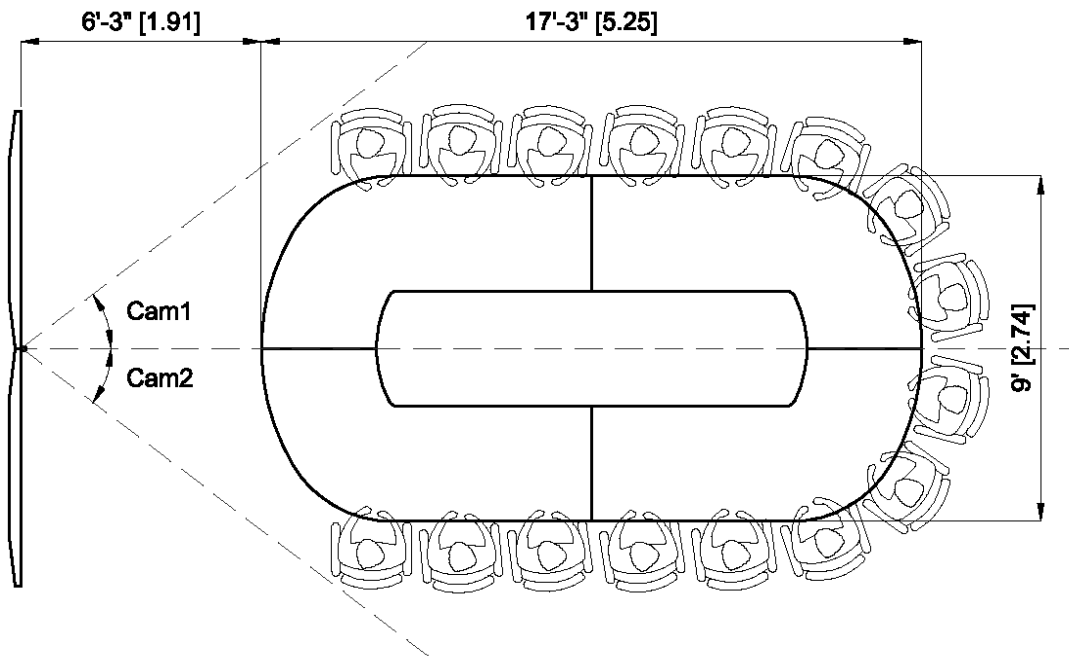
**ARRAY**  
 TELEPRESENCE



DX camera layout  
 Use EQ Map Set B for this table shape  
 All dimensions are approximate

05

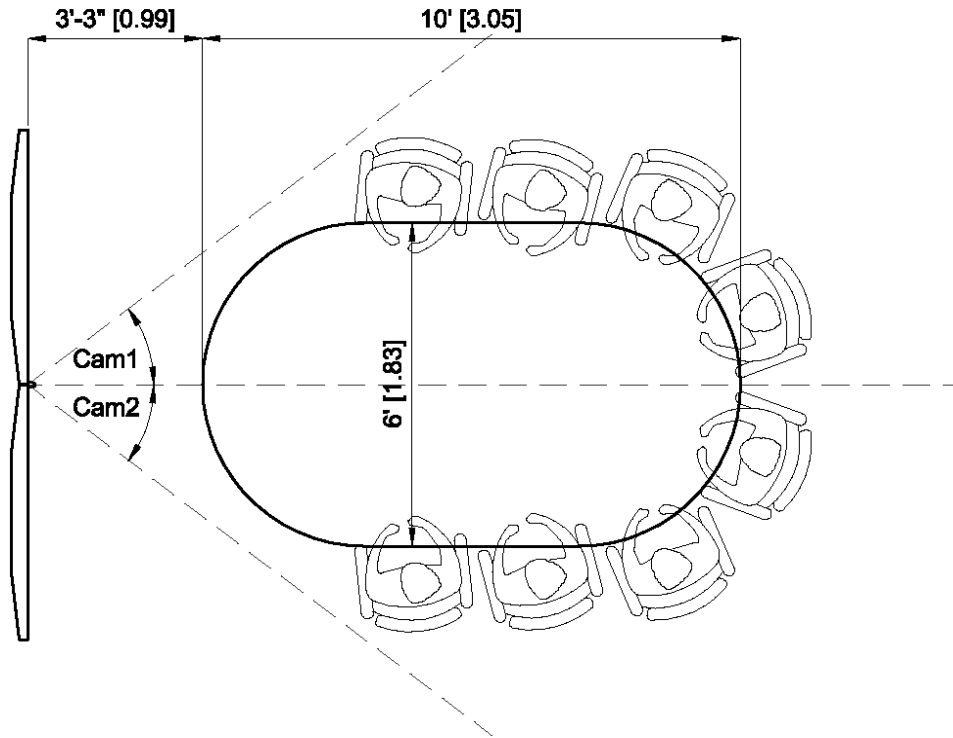
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DX camera layout  
 Use EQ Map Set B for this table shape  
 All dimensions are approximate

06

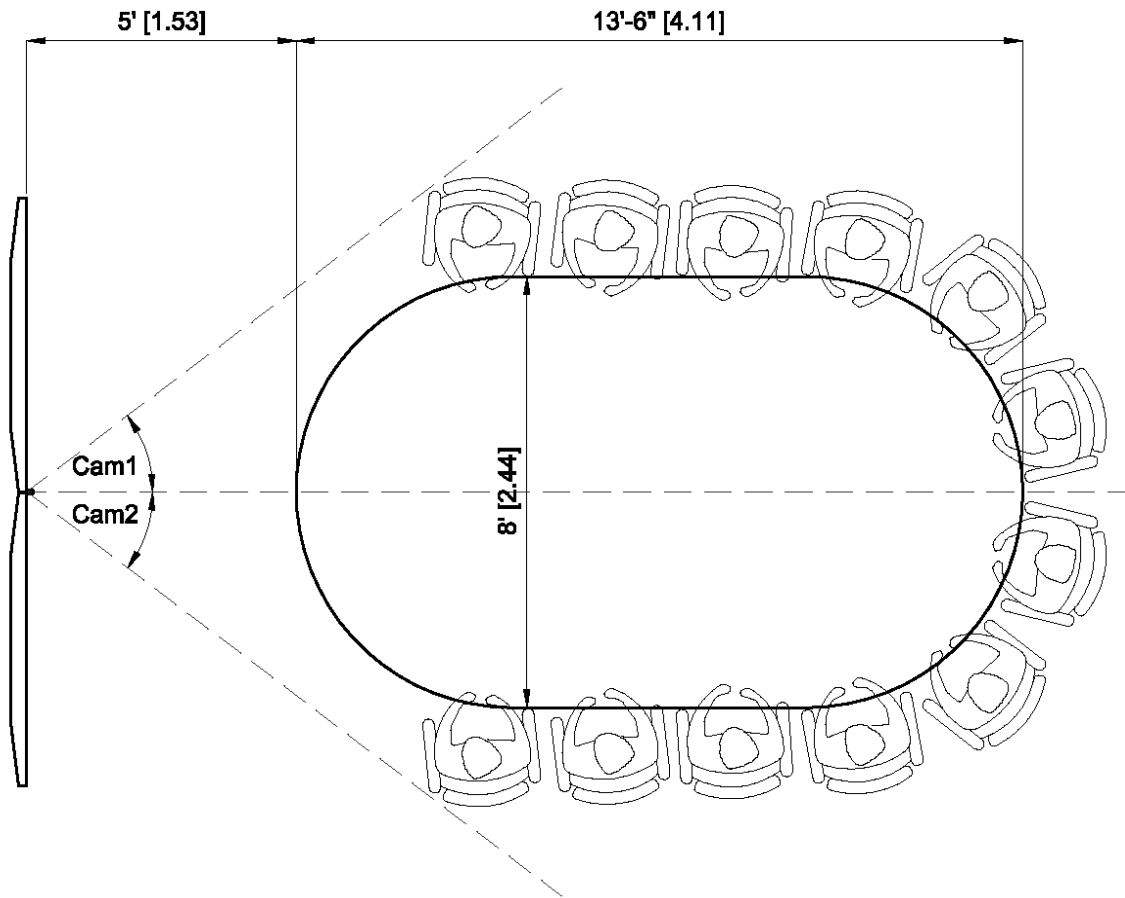
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DX camera layout  
 Use EQ Map Set B for this table shape  
 All dimensions are approximate

07

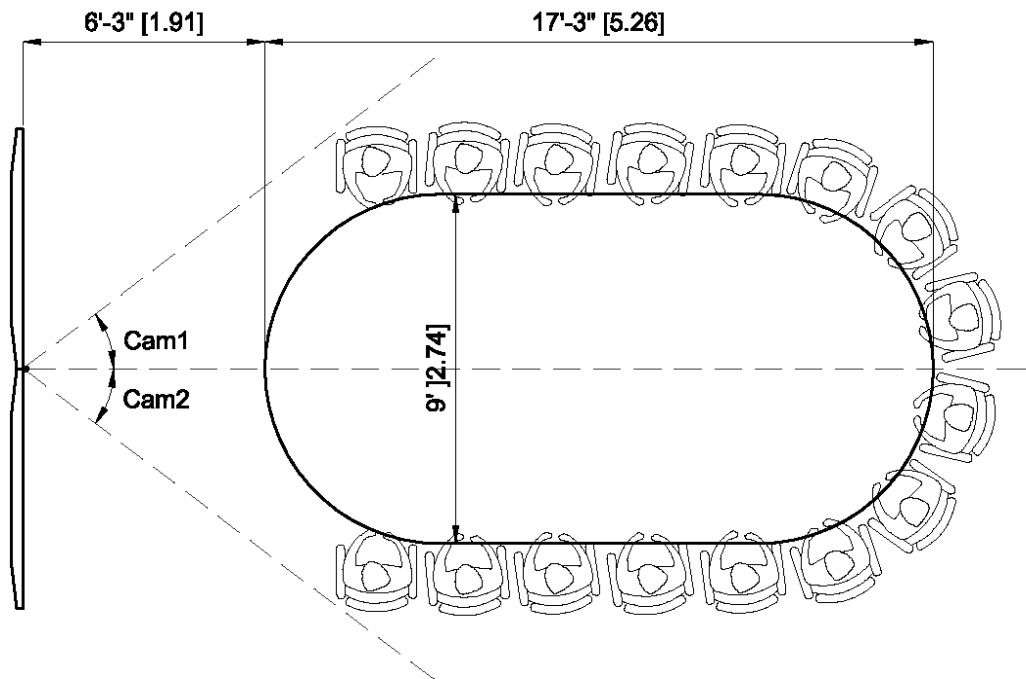
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**DX camera layout**  
 Use EQ Map Set B for this table shape  
 All dimensions are approximate

08

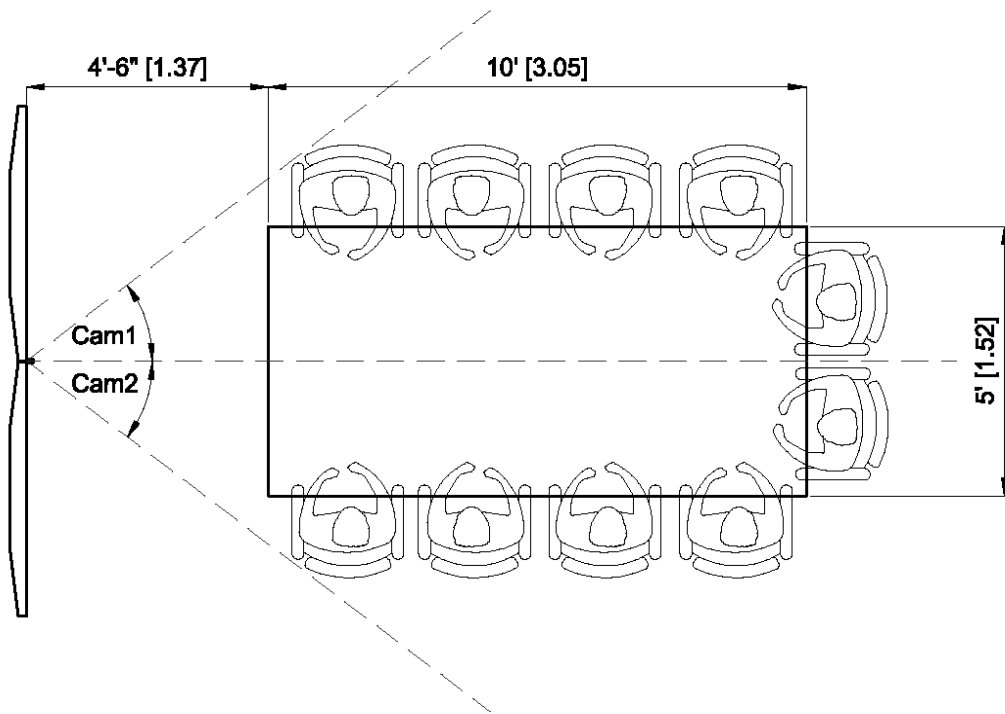
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DX camera layout  
 Use EQ Map Set B for this table shape  
 All dimensions are approximate

09

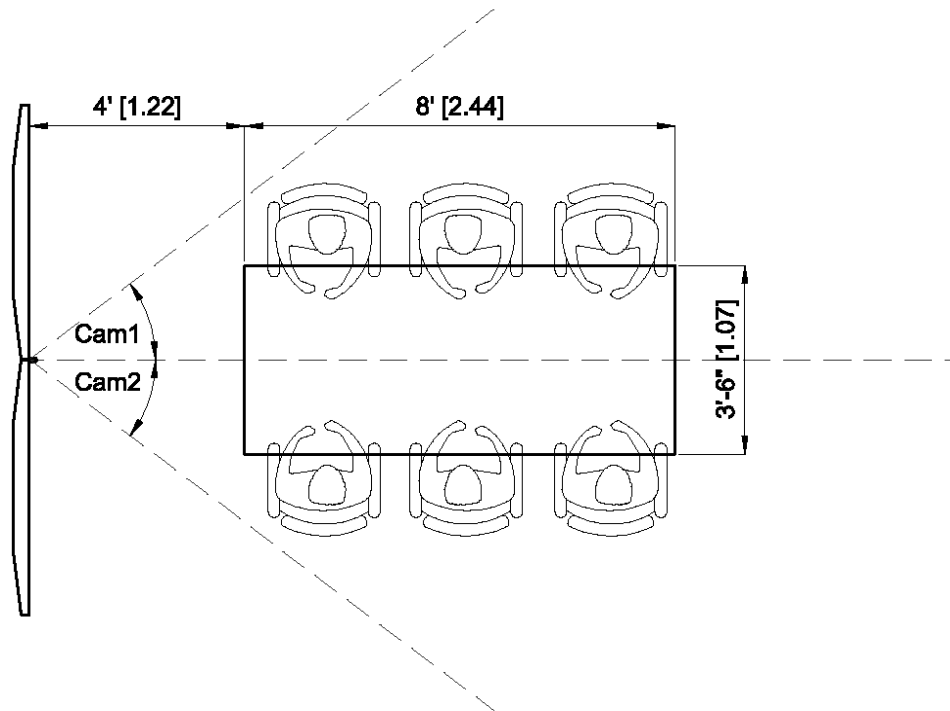
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**DX camera layout**  
 A racetrack or boat shape table with  
 these dimensions is also appropriate  
 Use EQ Map Set B for this table shape  
 All dimensions are approximate

10

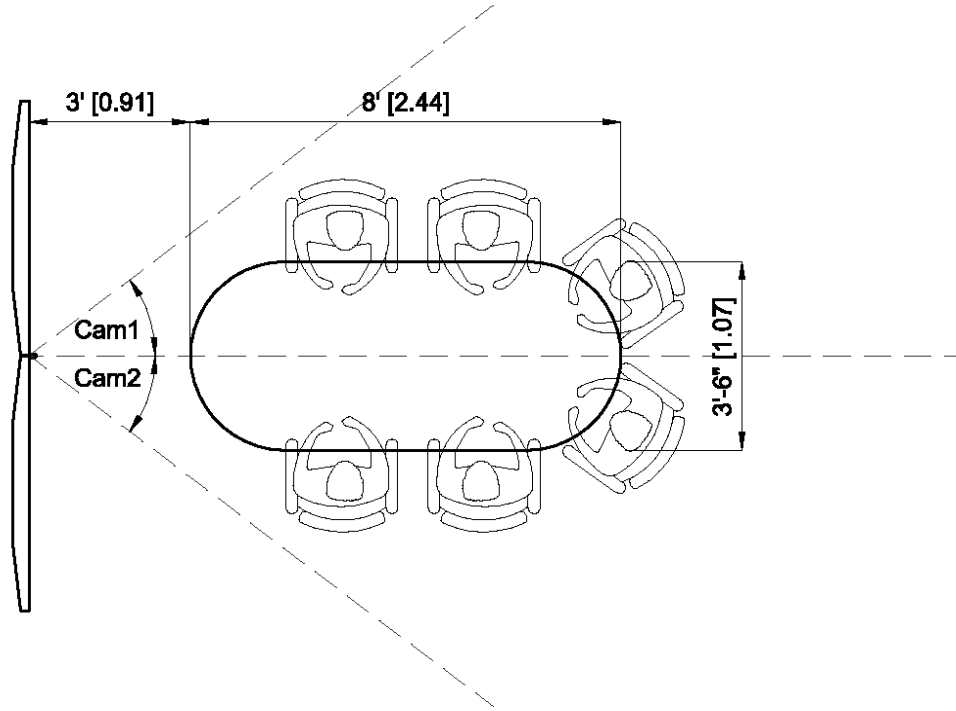
**ARRAY**  
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**DX camera layout**  
 A boat shape table with these dimensions is also appropriate  
 Use EQ Map Set C for this table shape  
 All dimensions are approximate

11

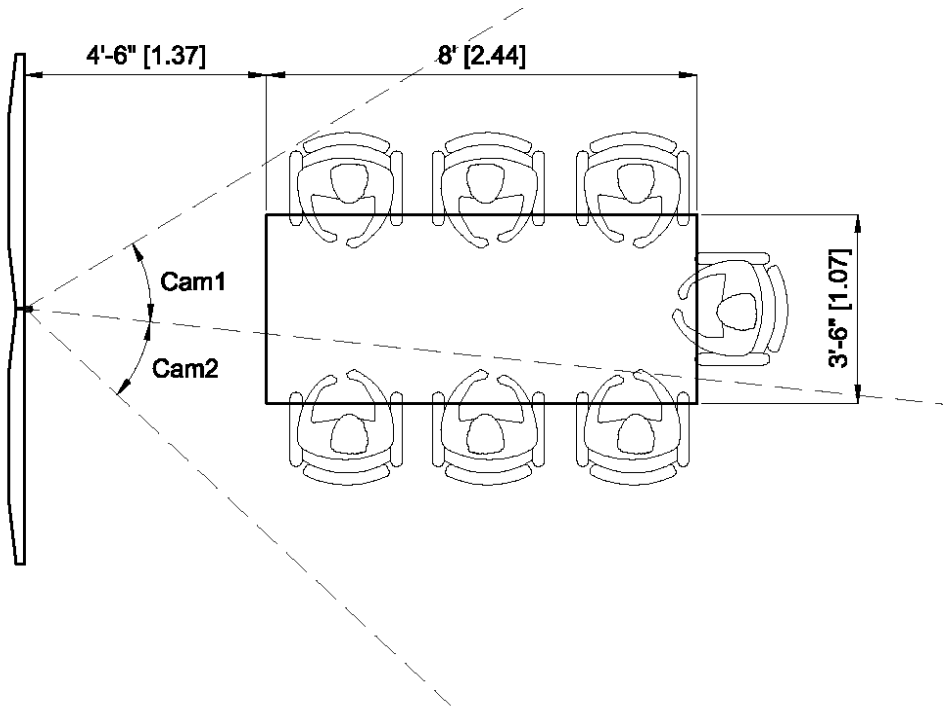
**ARRAY**  
 TELEPRESENCE



DX camera layout  
 Use EQ Map Set C for this table shape  
 All dimensions are approximate

12

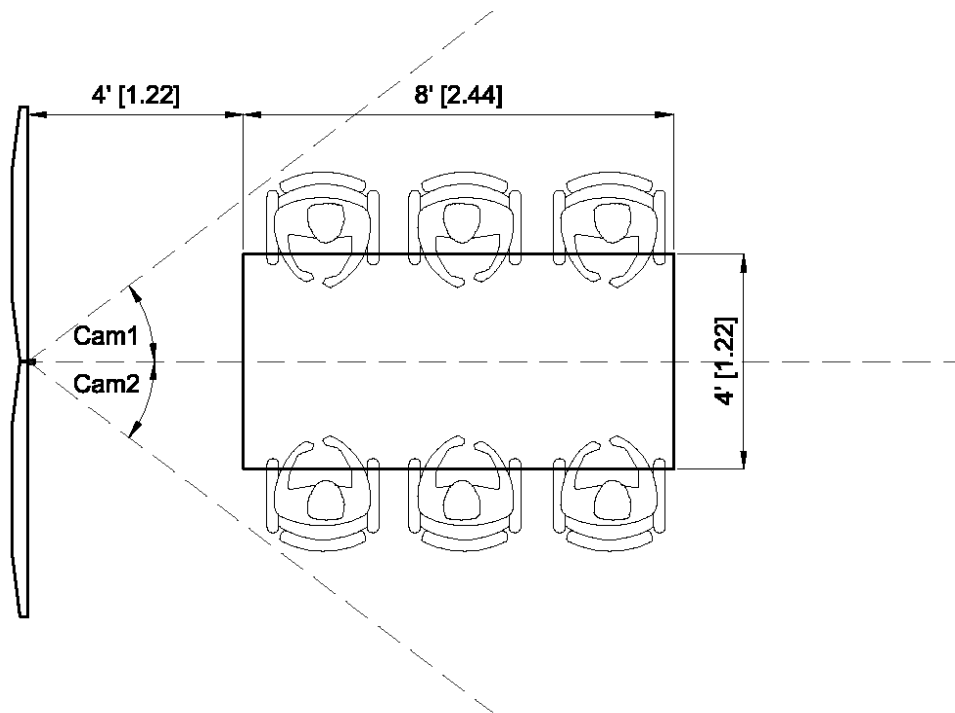
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Rotated DX camera head for seating  
 at the end of the table  
 Use EQ Map Set C for this table shape  
 All dimensions are approximate

13

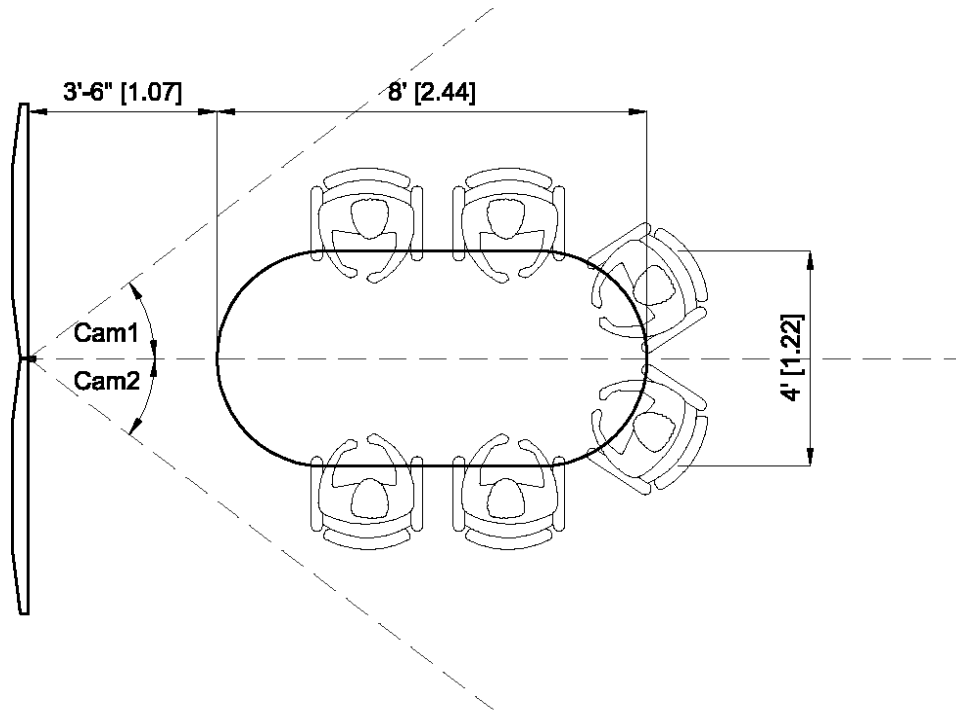
**ARRAY**  
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**DX camera layout**  
 A boat shape table with these dimensions is also appropriate  
 Use EQ Map Set C for this table shape  
 All dimensions are approximate

14

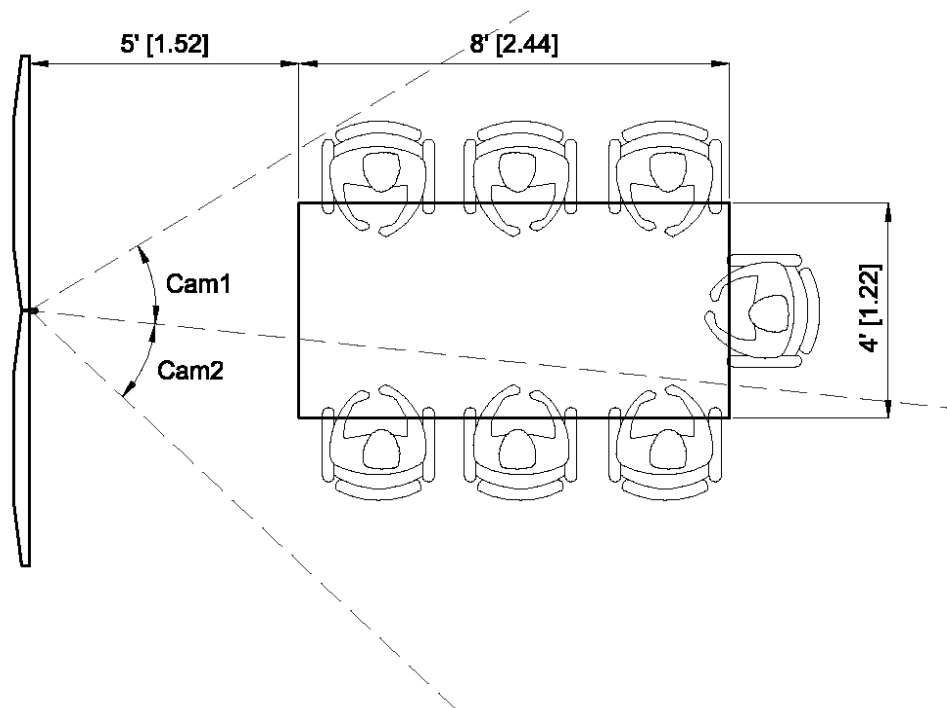
**ARRAY**  
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**DX camera layout**  
 Use EQ Map Set C for this table shape  
 All dimensions are approximate

15

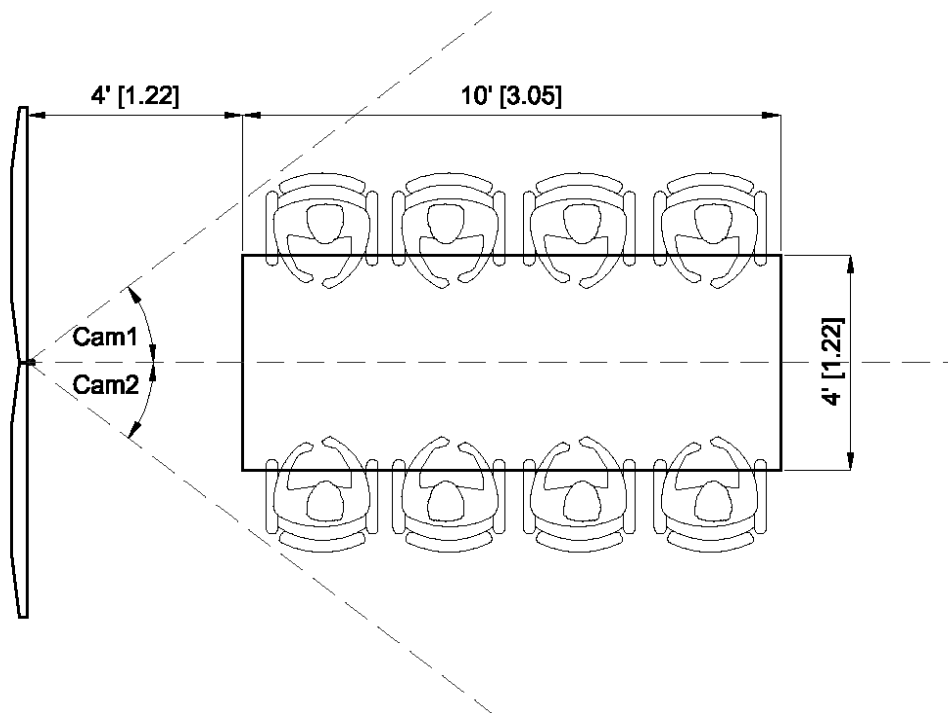
**ARRAY**  
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Rotated DX camera head for seating  
 at the end of the table  
 Use EQ Map Set C for this table shape  
 All dimensions are approximate

16

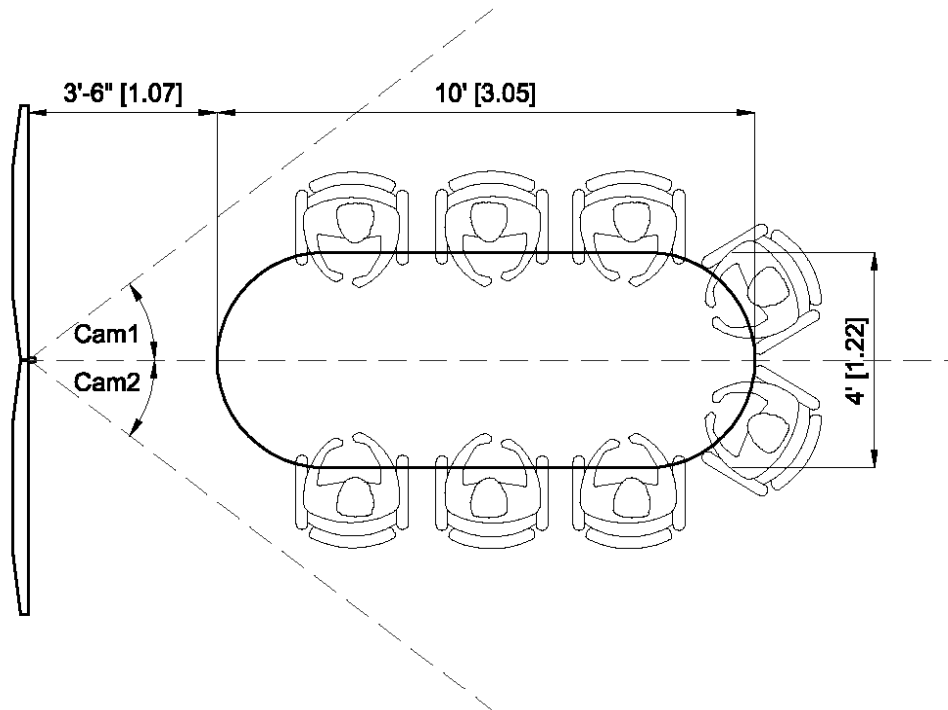
**ARRAY**  
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**DX camera layout**  
 A boat shape table with these dimensions is also appropriate  
 Use EQ Map Set C for this table shape  
 All dimensions are approximate

17

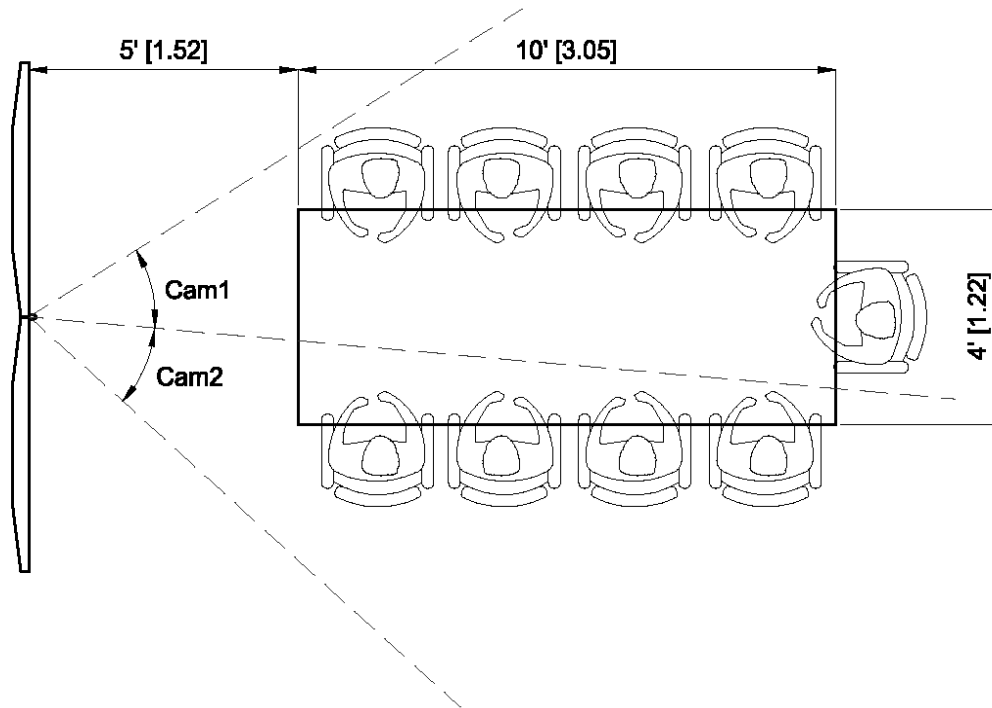
**ARRAY**  
 TELEPRESENCE



**DX camera layout**  
 Use EQ Map Set C for this table shape  
 All dimensions are approximate

18

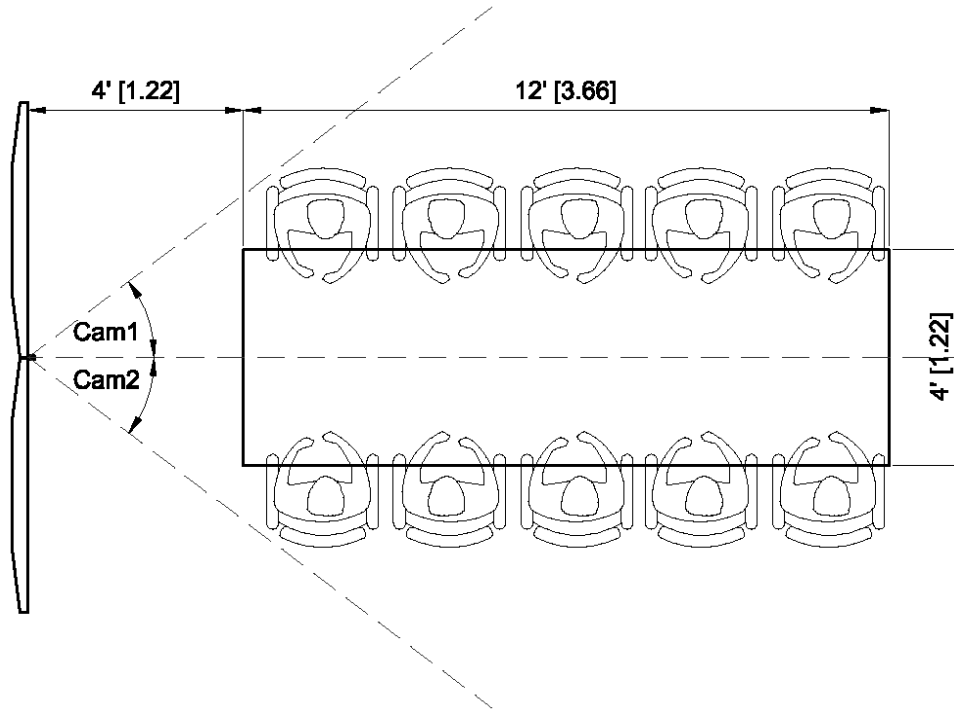
**ARRAY**  
 TELEPRESENCE



Rotated DX camera head for seating  
 at the end of the table  
 Use EQ Map Set C for this table shape  
 All dimensions are approximate

19

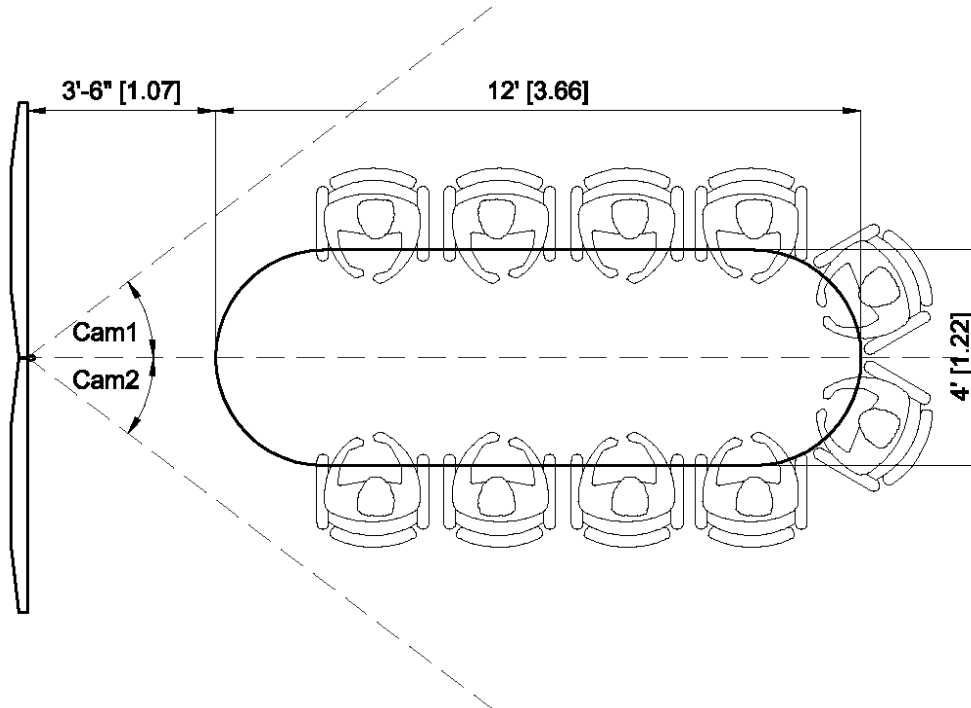
**ARRAY**  
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**DX camera layout**  
**A boat shape table with these dimensions is also appropriate**  
**Use EQ Map Set C for this table shape**  
**All dimensions are approximate**

20

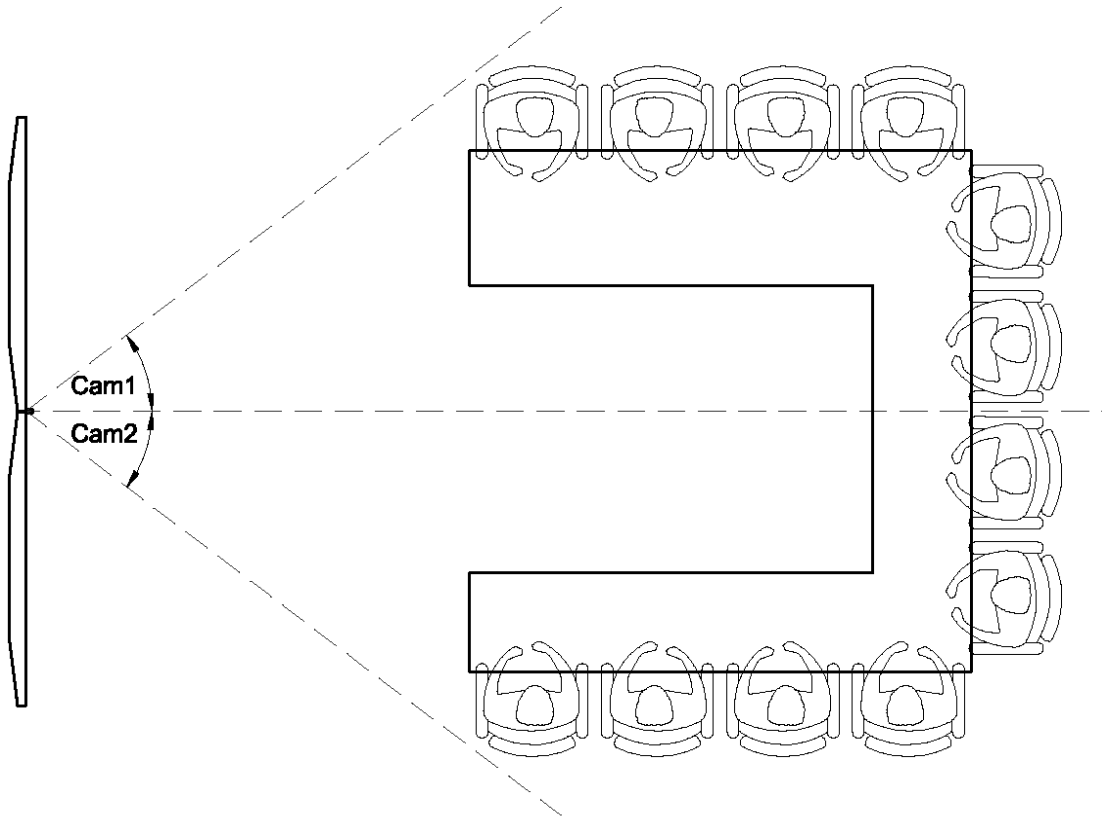
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**DX camera layout**  
**Use EQ Map Set C for this table shape**  
**All dimensions are approximate**

21

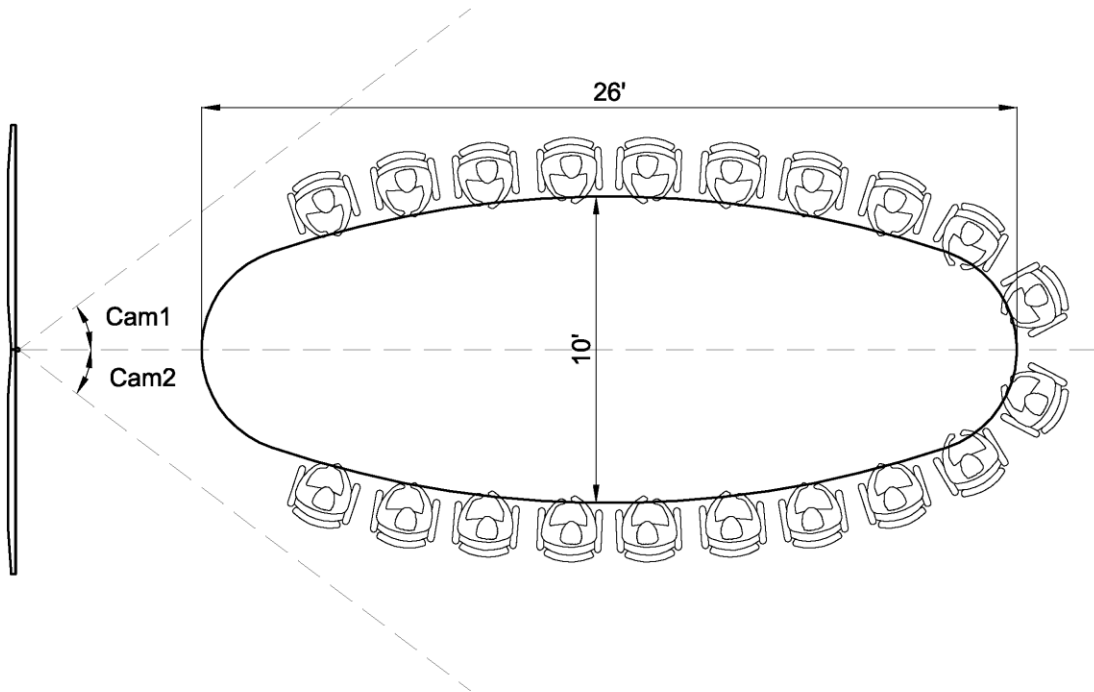
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**DX camera layout**  
**Use Custom EQ Map Set X2 for this table shape**  
**All dimensions are approximate**

22

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DX camera layout  
 Use Custom EQ Map Set X1 for this table shape  
 All dimensions are approximate

23

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