Camera 1 focuses on audience

Camera 2 focuses on speaker

Remote Speaker Display

Local Speaker

Remote Audience Display

Shared Pointpoint Presentation Display

Polycom 1

Polycom 2

Audio mixer

Audio mixer

Speakers and mics not shown

GLCPC Virtual School Conferencing Design

Jason Leigh (5/3/09) Electronic Visualization Lab, Univ Illinois at Chicago

MCU 1 (audience)

MCU 2 (speaker)
• Ideally remote display of audience should be to one side and near the speaker camera so that when speaker is addressing remote site he will appear as though he is looking into the camera.

• Also by having audience display on the side the local audience can simply turn their heads to look at the remote audience rather than be potentially distracted by seeing them all the time.

• Power point sharing can be achieved using either a screen-sharing tool like Webex, VNC, etc.

• Or another Polycom can be employed and hence a third MCU is needed.