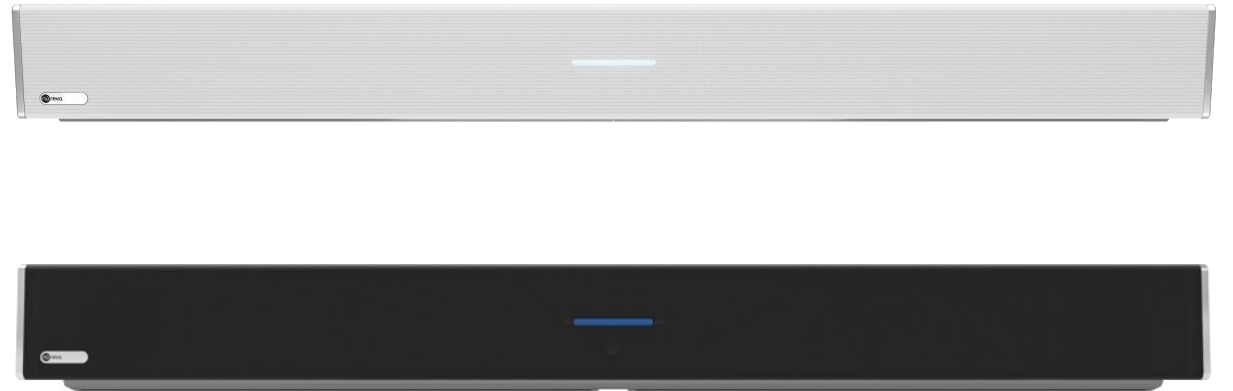




Nureva audio conferencing solutions

HDL300 systems

- Wall-mounted, integrated microphone and speaker bar that fills the room with thousands of virtual microphones to provide true full-room pickup
- For mid-sized (HDL300) to large rooms (Dual HDL300)
- Plug and play USB audio device

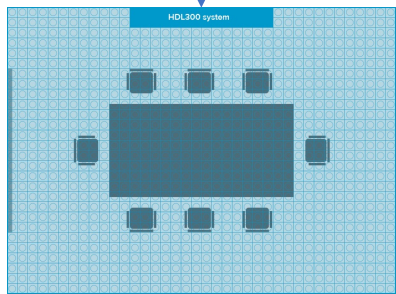


HDL300 and Dual HDL300



	HDL300	Dual HDL300
Virtual microphones	8,192	16,384
Ideal room size	Mid-sized rooms Up to 7.6 m x 7.6 m (25' x 25')	Large rooms Up to 9.1 m x 15.2 m (30' x 50')
Processing power	15,000 MIPS	25,000+ MIPS

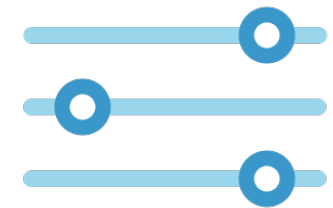
System elements



Microphone Mist™ technology



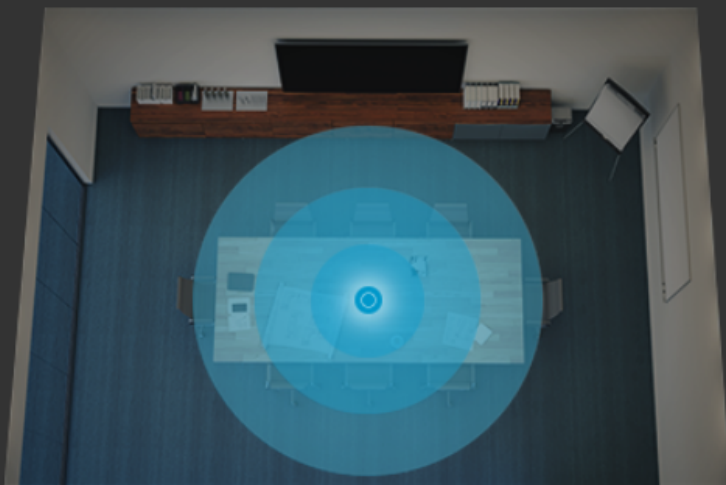
Hardware



Nureva Room Manager software

Microphone Mist™ technology

- Different technologies provide different pick-up patterns in a room



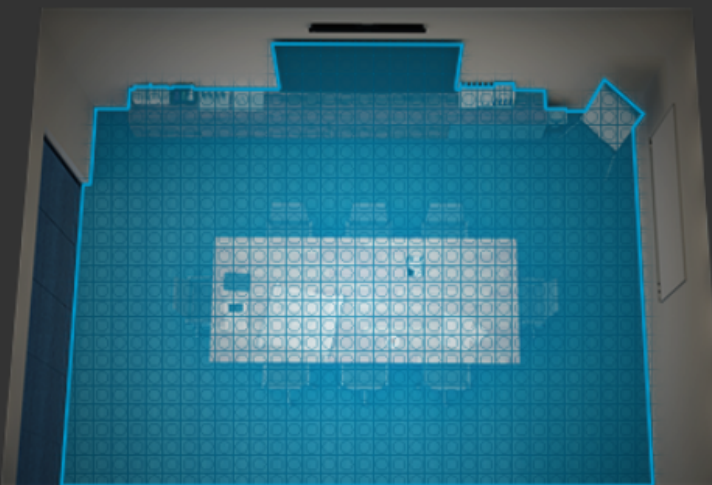
Desktop omnidirectional

Budget system with pickup limited to those seated at the conference table.



Beamforming

Higher-cost in-ceiling system with coverage limited to the areas within the beams.

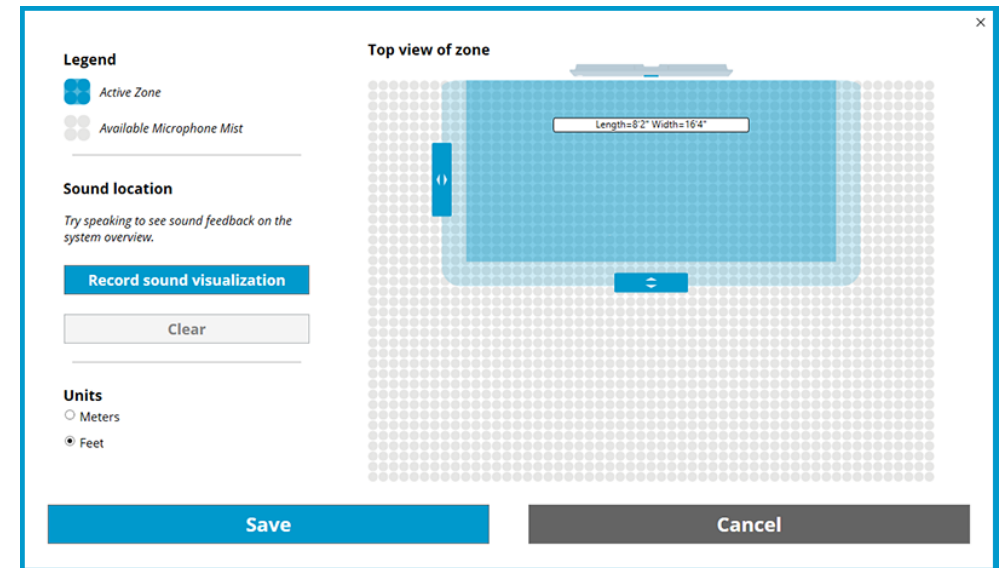
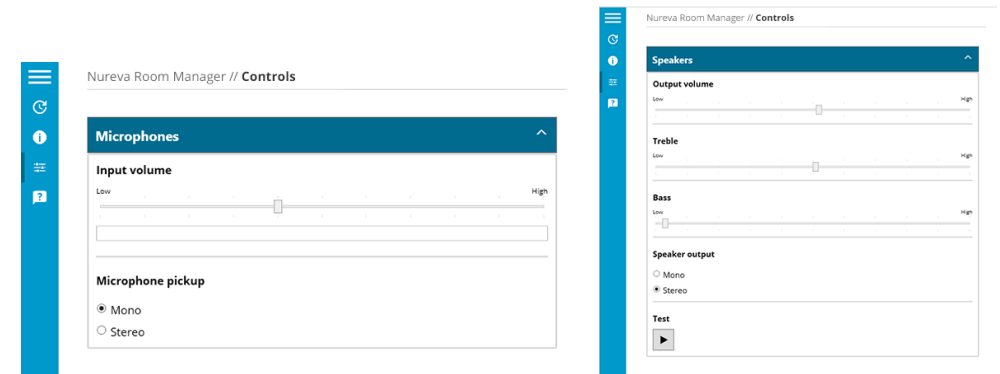


Microphone Mist technology

Moderately priced virtual microphone system provides true full-room pickup.

Nureva Room Manager

- Software designed to enhance the experience using the HDL300 and Dual HDL300
- Fully configurable sound
 - Auxiliary ports
 - Microphone settings
 - Speaker settings
 - Calibration
 - Active Zone Control
 - Device management
- Windows OS only



Advantages of the HDL300 systems

- Microphone Mist™ technology
- Significant processing power to listen to all mics all the time
- Compatible with the leading UCC applications and a wide variety of CODECs
- The technology does the work (e.g. continuous autocalibration)



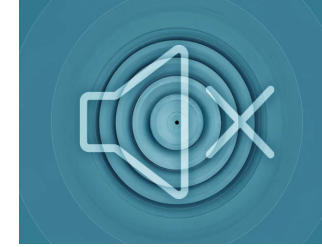
Advantages of the HDL300 systems



Budget Friendly



Continuous Autocalibration



Intelligent Sound Targeting



Easy installation



Active Zone Control



Always improving

Budget friendly

- A fraction of the cost compared to other audio solutions for mid-sized to large rooms
 - Product cost (microphone, speaker, DSP, etc.)
 - Installation costs
 - Services cost
- With the HDL300, the only cost is for the product

Continuous autocalibration

- Calibration is automatic for any room configuration
- No technician required for initial set up or for ongoing adjustments

Intelligent Sound Targeting

- Eliminates persistent, unwanted sounds such as HVAC, projector fans
- Using adaptive learning algorithms, IST preemptively identifies and learns unwanted sounds and stops picking them up

Easy installation

- Easy DIY-installation that takes less than 60 minutes
- Off the table, up on the wall
- Plug and play USB. No drivers to install.

Active Zone Control

- Focuses audio pickup on a configurable zone
- Useful in classrooms, large meeting rooms, open offices, etc.

Always Improving

- Nureva Room Manager keeps the HDL300 up to date with the latest software and firmware
 - Including new functionality
- Microphone Mist technology's adaptive learning algorithms

Integrates with UC&C systems and others

zoom

 Skype for Business

Microsoft®
Teams

 Google Hangouts

Cisco
WebEx™

 **GoToMeeting**

 **BlueJeans**

StarLeaf 

 **Dante®**

 **intel UNITE®**

matrox®

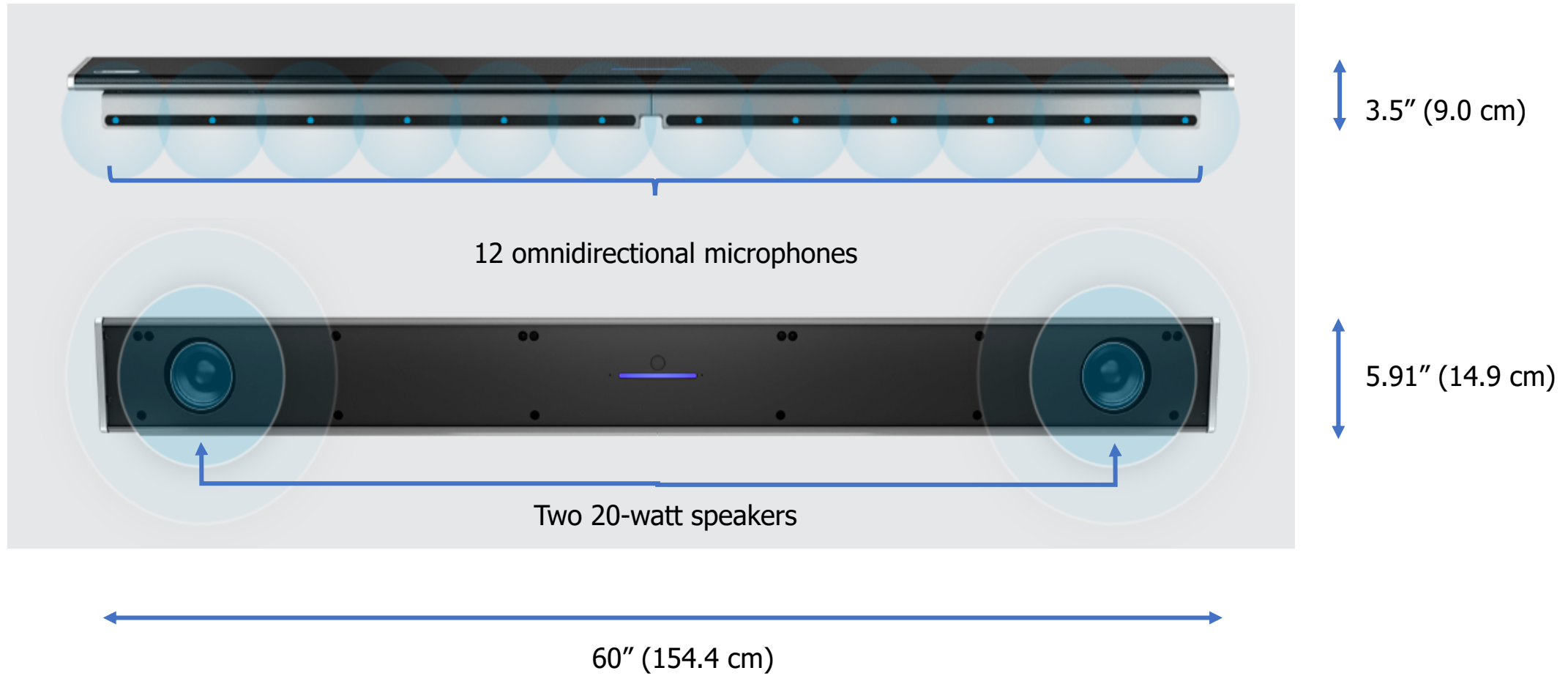
 **Panopto™**

Microsoft
Surface™ Hub

Supports all major UC&C platforms and a range of other UC&C, conferencing and collaboration platforms.

Appendix

HDL300 – Dimensions



An example – Nureva demo room

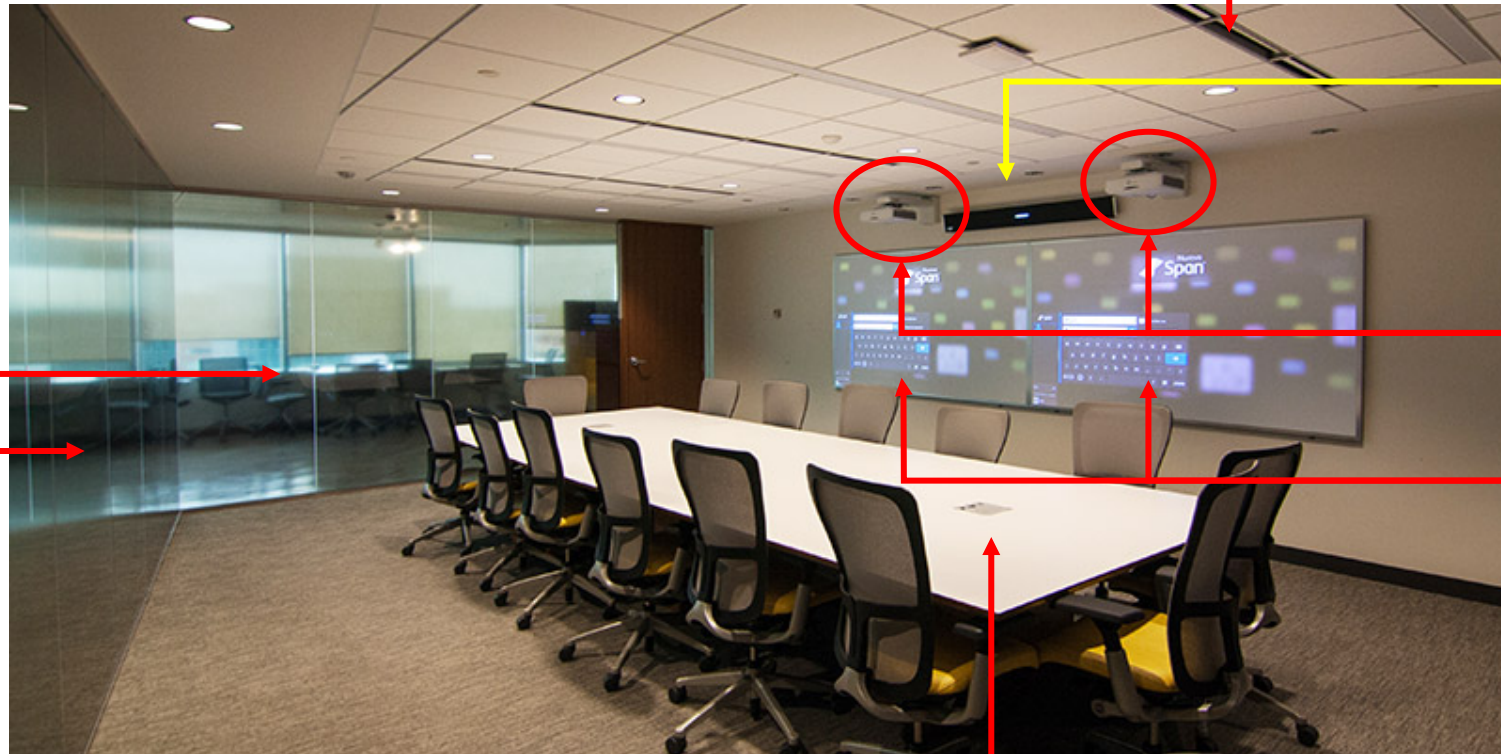
Room info

26' x 18' (8 x 5.5m)

Minimal acoustic treatment

HDL300 is the only source of audio input and output

50% of room is glass



HVAC

HDL300

Projectors

Hard surfaces

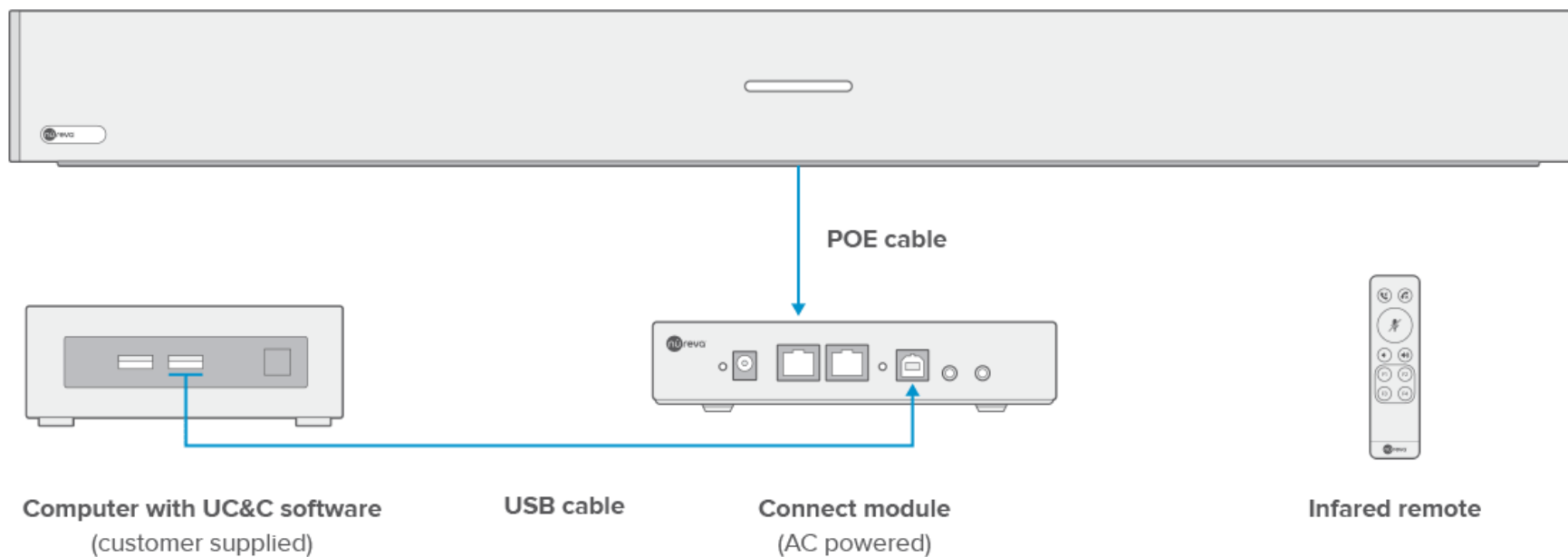
Large, reflective surface

Installing a single HDL300

Perfectly simple.

Install the microphone and speaker bar, run a cable to the connect module and another to a computer with UC&C software and you're ready.

Integrated microphone and speaker bar



Installing the Dual HDL300

Perfectly simple.

Install the microphone and speaker bar, run a cable to the connect module and another to a computer with UC&C software and you're ready.

Integrated microphone and speaker bar

