

Golf Ball Hanging Mic Cluster



- **Benefits**

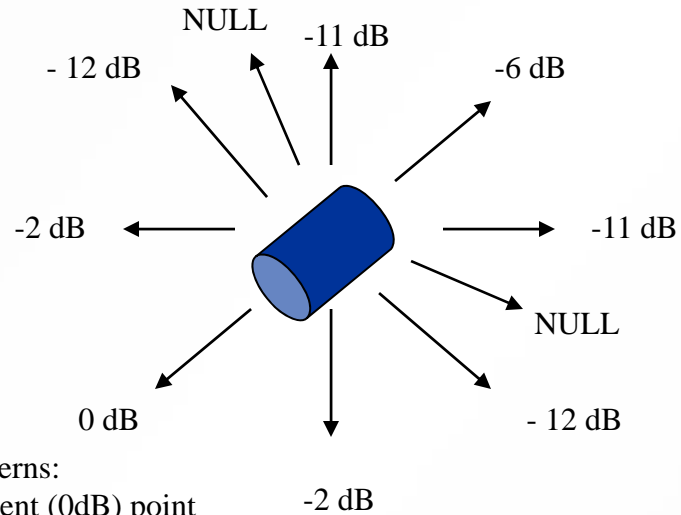
- Mono and Stereo pickup with a single hanging ball

- **How it works**

- 3 (Crown PCC170 equivalent) cardioid capsules mounted in baffles
- Baffles give 4 dB gain in sensitivity and convert the cardioid pattern to hypercardioid
- 85dBASPL at mic = -20dBFS (digital) at codec

- Microphones tilt downward 45 degrees from horizontal
- Circular spacing is 120 degrees
- Each element is treated independently within the codec

Directivity of a Single Element



Per Hypercardioid patterns:

Null = ~109 degrees behind incident (0dB) point

So that's 26 degrees from vertical...

Approximately 1-foot out from a 2 foot drop cable



Digital Ceiling Microphone Array

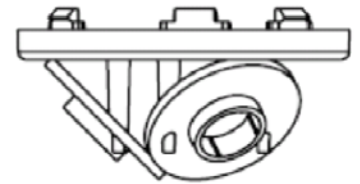


- specifications

- 48KHz sampling rate. This is to supported 22Khz audio.
- Synchronous sampling (all microphones sample audio at the same time. Critical for stereo audio processing)
- Full duplex link running at 48.06MHz

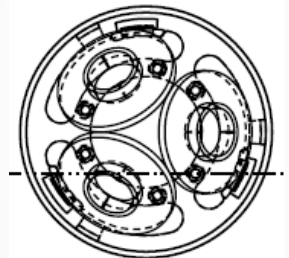
- Benefits

- Mono and Stereo pickup with a single ball



- How it works

- Three cardioids mic elements mounted in baffles
- This gives 4-dB gain in sensitivity and converts the cardioid pattern to hyper-cardioid



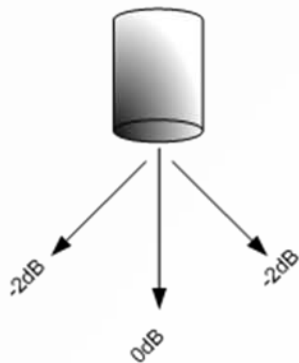
Side View

Bottom View

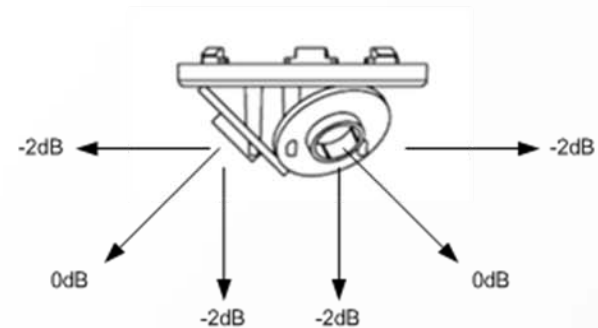
Digital Ceiling Microphone Array Directivity



Directivity of One Mic Element



Directivity of Mic Elements Combined



Digital Ceiling Microphone Array Setup



- Mic ball should be located 7'- 8' (2.1 - 2.5 M) above the floor providing good pick up while maintaining head room clearance
- The center microphone is located at dead center of the table. The left and right microphones are located at the outer most left and right participants.
- Optional six-foot microphone cable is available through Polycom for ceiling that is higher than 10 feet (3M)
- The standard cable distances from the codec to the 1st node is 50' (15.24 M) and 25' (7.6 M) between microphones. Longer distance can be achieved with custom made cables.
- Only the right Microphone input on the codec should be used. The left input will reverse the stereo imaging.