



Audio Visual Solutions terminology

You're likely to encounter some fairly obscure terminology when researching or working with audio visual equipment such as projectors and video conferencing devices. Thankfully we've gathered some of the most commonly used terms into a handy list below that will enable you to get to grips with many of the concepts that lie at the heart of the audio visual solutions industry.

Ambience – The amount of artificial and natural light that is in the room. The higher the ambience, the more likely it is that the projector will produce a washed-out image.

Backlit – Used to describe an object that is illuminated from behind.

Content sharing – A feature that enables multiple participants to view and edit data over a video conference call.

Echo cancellation – The process of eliminating acoustic echo in a video conferencing room.

Encryption – Mathematical computation designed to prevent unauthorised access.

Endpoint – A video conferencing device.

Firewall – A network node set up as a boundary to prevent traffic from crossing over from one segment to another.

Firewall Traversal – Technology that allows data traffic between an organisation's internal network and the internet.

Gatekeeper – A device that manages video conference call control including bandwidth, dialling strings and other network settings.

Interoperability – The ability of systems from different manufacturers to work together.

Internet Protocol (IP) – A communications protocol for computers connected to a network specifying the format for addresses and units of transmitted data.

Long Throw Lens – A lens designed for projection from the back of a room. A long throw lens would have to be between 15 and 30 metres back to project a 10m diagonal image.

Lumens – A measure of the amount of light streaming out of the projector. At least 1500 lumens is considered necessary for projectors used in auditoriums and bright rooms.

HDMI – HDMI (High Definition Multimedia Interface) is an uncompressed, fully digital audio/video interface that supports a wide range of devices.

PTZ camera – A camera that has the ability to pan, tilt and zoom.

Projector – A device that combines a light source, optics system, electronics and a display to project an image from a computer or video device onto a screen for large image viewing.

Rear projection – The act of projecting an image through a translucent screen for viewing from the opposite side.

Resolution – The number of dots (pixels) that a display uses to create an image.

Telepresence – A video conferencing environment typically involving high-end equipment and dedicated networks that gives one the feeling that the remote participants are in the same room.

Throw distance – The distance from the centre of a projector lens measured to the centre of the screen onto which it is projecting.

Video conferencing – Interactive communication using video and audio to communicate remotely.

Voice activated switching (VAS) – A method by which the last active speaker in a video conference call is viewed by all participants.