

SEVEN REASONS

WHY OUR CUSTOMERS CHOOSE OUR CAMERAS



90° Viewing-Angle DL-WFH-CAM90

120° Wide-Angle DL-WFH-CAM120

SEVEN REASONS

WHY OUR CUSTOMERS
CHOOSE OUR CAMERAS

- ✓ **Look your best**
Full HD 1920x1080 video quality @ 30 FPS
- ✓ **All-in-one USB 2.0 cable**
Supplies power, data, video, and audio
- ✓ **Multiple mounting options**
Adjustable clip for a display, or use a tripod with the included thread insert
- ✓ **Crystal-clear sound**
Dual, built-in, noise-reduction microphone arrays
- ✓ **Plug & play**
Easy, and identifiable USB driver name eliminates confusion
- ✓ **Compatibility**
Works with all major operating systems and video conferencing software (PC, Mac, Chromebook, Microsoft Teams, Zoom, Workplace, and many others)
- ✓ **'Liberty Edge' Warranty**
5-year product warranty, including advanced replacement





PERFECT FOR ALL SPACES

AS SIMPLE AS PLUG AND PLAY

Make a good impression on important conference calls, record polished demos, or present webinars in detailed **full HD video and clear audio** with Liberty's DigitalInx USB webcams.

Choose between our two models, each offering their own field of view: 90° standard-view angle or 120° ultra-wide view.

Forget about unnecessary updates, maintenance, or additional set-ups. All you need is a PC or Mac and our USB webcam to start your video conferences. These offer excellent compatibility to meet all your video conferencing needs. Use your preferred video application such as, Zoom, Teams, Google Meet, etc.



1080P



Built-in Mic



USB 2.0



90° or 120°

YOUR FIELD OF VIEW MATTERS

Liberty's DigitalInx USB webcams are available in two different options with varying FOV: 90° standard-angle view or 120° wide-angle view. Both camera options share the same features, which include 1080p/30fps, flexible clamp, privacy cover, and built-in microphones.



USB Webcam with 90° Field of View

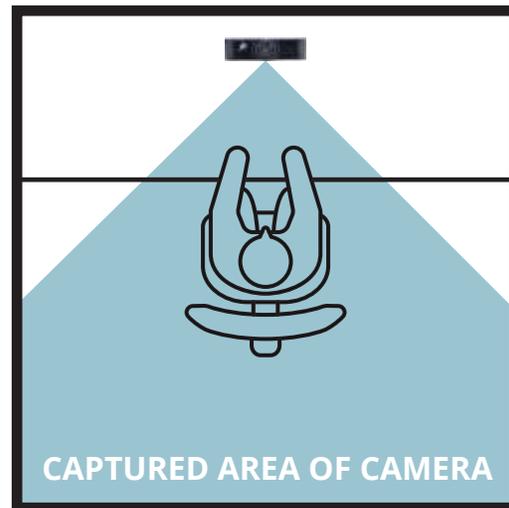
DL-WFH-CAM90 (Standard-Angle)



A 90-degree FOV lens gives you 2 feet for every 1 foot of distance from the camera. Most professional-grade video conferencing webcams operate within this standard field of view.

Ideal for:

- Individual Use
- Small Conference Rooms
- Classrooms (Teacher/Presenter)



USB Webcam with 120° Field of View

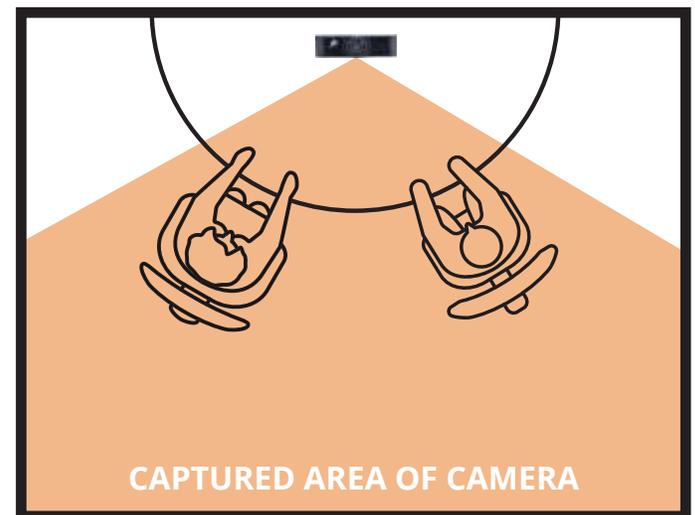
DL-WHF-CAM120 (Wide-Angle)



A 120-degree FOV lens provides 3.4 feet for every 1 foot of distance from the camera. Most huddle room cameras will fall into the wide-angle category.

Ideal for:

- Larger Spaces
- Classrooms
- House of Worship
- Medium to Large Conference Rooms
- Classrooms (Students or Teacher)

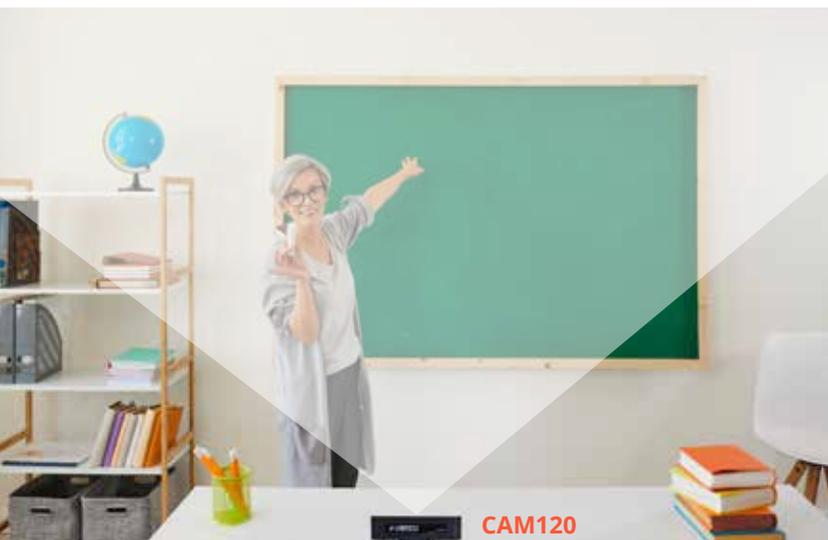


COMPETITORS ANALYSIS

ASSESSMENT AND MARKET POSITION OF COMPETITORS

Feature	CAM90	CAM120	Competition
MSRP	\$105.00	\$105.00	\$129.99
Video Quality 1080p @ 30fps	●	●	●
Field of View	90 degrees	120 degrees	90 degrees
Glass Lens	●	●	●
Built-in Microphone	●	●	●
Digital Zoom	●	●	●
USB 2.0 Interface	●	●	●
Tripod Mount	●	●	
Privacy Cover	●	●	
5-Year Warranty	●	●	
Upgradable Firmware	●	●	
2m Cable Length	●	●	
Market Position	Market Leader	Market Leader	Contender

Choose the camera that meets your application



MULTIPLE APPLICATIONS

YOUR CHOICE



EXTENSIVE COMPATIBILITY

COMPATIBLE WITH
MOST SYSTEMS AND APPS

OPERATING SYSTEMS



Windows



Apple OS



Android



Linux

SOFTWARE



Zoom



Skype



Microsoft
Teams



Google
Meet



Go To
Meeting



Facebook



Whatsapp



Twitter



FaceTime



YouTube



Hangouts



Twitch



OBS



Mixer



Xbox One

BREAKDOWN

USB WEBCAM LAYOUT

Instantly transform any space at home or in the office into a meeting.



The Best View

HD Video Camera:
1920x1080p30 (MJPG)
Two FOV Options:
90° (CAM90) or 120° (CAM120)

LED Indicator

Indicates when the camera is running

Dual, Noise-Canceling, Microphone Arrays

2D, 3D digital noise reduction
Pickup range up to 3 meters

Tripod Ready + Universal Clip

Attachment bracket allows for flexible mounting locations 1/4" thread for securing camera screw to mount or tripod

Optional Privacy Cover

To cover the lens when camera is not in use

Complete Plug-and-Play

NO additional driver or software required to be recognized by the computer