

Poly Studio X family comparison



Studio X32

Optimized for small spaces:

Room dimensions: 15' d x 10' w

Participants: up to 10'

- 120-degree HFOV camera that captures wide angles of small rooms
- 15 ft mic pick-up
- Dual speakers deliver immersive room-filling audio
- See people and content in full size with dual display support
- Powered over PoE++



Studio X52

Optimized for medium spaces:

Room dimensions: 20' d x 15' w

Participants: up to 15'

- 95-degree HFOV camera keeps crystal-clear quality when reaching the back of a room
- 2nd order gradient microphones for 20 ft audio pick-up
- Enhanced microphone pickup with supported expansion mic
- See people and content in full size with dual display support (3rd display support on Zoom via USB)




Studio X72

Optimized for large spaces:

Room dimensions: 28' d x 15' w

Participants: up to 25'

- Dual camera with wide and narrow focus (120 and 70 HFOV) captures everything in the room
- 2nd order gradient microphones for 25 ft audio pick-up
- Enhanced microphone pickup with supported expansion mic and 3.5 mm in/out
- Two-way dual speakers, aluminum cone tweeters, and tuned bass ports
- See people and content in full size with dual display support (3rd display support on Zoom via USB)
- Connect IP-based peripherals directly to link local port

 Pending availability