



BE YOU.



Video Sound Bar

CS-800



Video Collaboration System

CS-500

Turn various areas into a high-quality collaboration space

with Yamaha's video collaboration systems

SoundCap Eye™ is created by unifying three Yamaha's unique technologies: Face Focus Beamforming, Self-Silence and Self-Volume Balancer.

01 Face Focus Beamforming

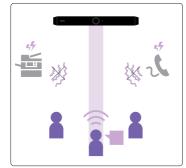
Problem

Open workspaces can be noisy with sounds from colleague chatter, office equipment and nearby meetings. When having remote conference sessions, your conversation can be disrupted by these noises and far-end participants will have difficulty hearing you clearly.

Solution

The 4K camera built into the CS series not only delivers clear images, but also analyzes the captured images with AI to constantly track the faces of the meeting participants.

Face Focus Beamforming realized by this AI camera and the newly developed Hexa-Microphone, suppresses noise coming from directions other than the person captured in the camera, and clearly picks up the voices of the meeting participants.



- * Face Focus Beamforming is a function enables the remote communication at open workspaces. It is not recommended to use at closed spaces like conference rooms.
- * In the open spaces, please keep more than 2 m from the talker in another meeting.

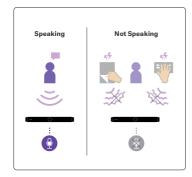
02 Self-Silence

Problem

Even within the virtual walls of a conversation in an open workspace, there can be various surrounding noises that can be picked up. Whether it be the ringing of a phone, computer typing or shuffling of papers, sudden noises can be distracting especially to far-end participants.

Solution

The CS-800 and CS-500 include a self-silence function that automatically mutes the microphone when the conference participant is not speaking. By using Yamaha's Human Voice Activity Detection (HVAD) technology, the CS-800 and CS-500 can detect human voice from other sounds in an instant. Participants can rely on a smooth conversation without unnecessary sound whether they are speaking or not.



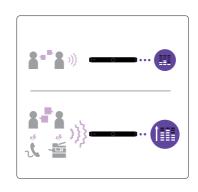
03 | Self-Volume Balancer

Problem

When using the video sound bars in open workspaces, speaker output can sometimes be too quiet or too loud when ambient background noise changes, causing missed information or an inconvenience to the surrounding workers. In some cases, there is also a risk of private information being heard.

Solution

With the self-volume balancer function, the CS-800 and CS-500 automatically adjust the volume according to the ambient noise to keep an appropriate speaker volume level (speaker of the CS-800 or monitor speaker) at all times. Participants can conduct remote conferences in open spaces without failing to hear conversation, disturbing their surroundings and keeping meeting contents private.

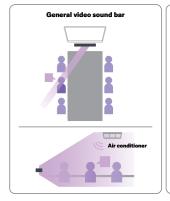


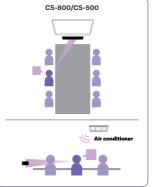
st The CS-500 automatically adjusts the speaker volume of the display connected via HDMI.

Hexa-Microphone realizes SoundCap Eye™

Microphone is arranged in a hexagonal array that creates a 3-dimensional microphone beam that more accurately captures words spoken during conversations to reproduce a clearer and more precise sound compared to normal video sound bars.







BESEEN. BEHEARD.



Yamaha's newly developed SoundCap Eye™ technology pinpoints participant locations to deliver a seamless and immersive tracking experience unlike any other. It's like a skilled movie director, cameraman and sound director working together behind the scenes!

With the added Easy Launch function and various mounting options, the CS series is tailor made to work seamlessly in any environment – even noisy open workspaces. Collaborate and connect with ease and without worry.



SoundCap Eye™ enables open space remote communication by "finding" and "capturing" voice clearly

Using the positioning data provided from BOTH the voice and camera pickup, Yamaha's new SoundCap Eye™ technology pinpoints participant locations to deliver a seamless and immersive tracking experience unlike any other.



BE YOI

Smart Framing feature automatically adjusts camera frame for smooth communication

The Smart Framing function recognizes people in the room who are speaking and automatically frames the video signal for remote participants. Smart Framing supports 3 modes:

- **■** Group Frame all participant
- Speaker Frame main speaker
- Individual Frame specified person user selects
- * People detection for Smart Framing max distance: 4.5 m



Dual Remote Interface

This dual design allows for both a singular microphone muting option as well as an advanced interface inclusive of:

- Volume up/down
- Manual camera framing
- Manual camera zoom in/out
- Smart Framing mode selection
- On/off button
- Mic mute



Easy Launch designed for everyone to communicate smartly, quickly and easily

Yamaha CS-800 and CS-500 include an "Auto Wake-up" and "User Guide" function that automatically turns on the display and shows how to start the meeting when users walk into the meeting space. Yamaha CS-800 and CS-500 also have one cable connection that simplifies online collaboration by only connecting one cable to the users' laptop.

System Auto Wake-up

The CS-800 and CS-500 recognize users entering the room and can automatically wake up the display via HDMI-CEC.



2 On Screen User Guide

The CS-800 and CS-500 display a guide on the room display explaining how to use the room technology and start a meeting.



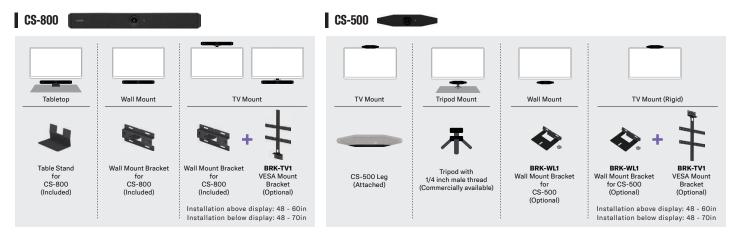
One USB Connection

All functionalities: audio, camera and display (DisplayLink) will be connected to user's laptop with just ONE USB connection.*



Multiple Installation Options

With a variety of mounting options available, the CS series make any space ready for remote collaboration.



CS Series Display Size **General Guideline**

CS-500 / CS-800 **CS-500 CS-800** Display 27 - 43in 43 - 65in 65 - 86in above displays that have a thickness of up to 50 mm

Multi-platform Compatibility

Seamless connectivity with all popular remote-conferencing software and supports Windows, macOS, Chrome OS, iOS, and Android.





System Example

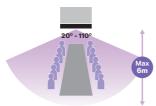
Connection USB Cable HDMI Cable

Usage Example

Open Spaces

Face Focus Beamforming: On

Closed Meeting Rooms



Face Focus Beamforming: Off

- * Face Focus Beamforming is a function enables the remote communication at open workspaces. It is not recommended to use at closed spaces like conference rooms.
- $\boldsymbol{\ast}$ In the open spaces, please keep more than 2 m from the talker in another meeting.
- * People detection for Smart Framing max distance: 4.5 m

| Optional Accessories



TV Mount Bracket for CS-800/CS-500 **BRK-TV1**



Wall Mount Bracket for CS-500 **BRK-WL1**



Ultra Hi-Spec Long USB Cable 10 m (Type A to C) CBL-L10AC Ultra Hi-Spec Long USB Cable 25 m (Type A to C) **CBL-L25AC**



| | ecifications | CS-800 | CS-500 | | | | |
|---|--|--|--|--|--|--|--|
| | Description | Video Sound Bar | Video Collaboration System | | | | |
| | Dimensions (W x D x H) | W620 mm x D90 mm x H70 mm | W261 mm x D76 mm x H51 mm | | | | |
| | Weight | 1.7 kg 0.6 kg | | | | | |
| | Power Requirements | AC 100 - 240 V (50/60 Hz) | | | | | |
| | Maximum Power Consumption | 42.0 W | 15.0 W | | | | |
| | In Operation | Temperature: 0°C - 40°C / Humidity: 20% - 85% (no condensation) | | | | | |
| | Storage | Temperature: -20°C - 60°C / Humidity: 20% - 85% (no condensation) | | | | | |
| | Accessories | Read this first, Safety Guide Quick Guide, USB 2.0 cable (Type C-A, 5 m / 16.4 ft), HDMI cable (2 m / 6.6 ft), Remote control (RC-RBT1), Lens cap, Terminal cover, Coin battery (CR2032) x 2, AC adaptor with power cord (CW2002100), Table stand, Wall mounting bracket, Terminal cover screw (2.5 mm x 8 mm) x 2, Hexagonal screw (M3 x 8 mm) for table stand x 2, Screw (M3 x 8 mm) for wall mounting bracket x 1, Hexagonal wrench | Read this first, Safety Guide, USB 2.0 cable (Type C-A, 5 m / 16.4 ft), HDMI cable (2 m / 6.6 ft), Remote control (RC-RBTI), Lens cap, Coin battery (CR2032) \times 2, AC adaptor with power cord (CW2002100), Cable tie | | | | |
| | Options | Mounting Accessory BRK-TV1, USB 3.2 Gen 2 cable type A (plug) to C (plug) 10 m CBL-L10AC, USB 3.2 Gen 2 cable type A (plug) to C (plug) 25 m CBL-L25AC | Mounting Accessory BRK-WL1, Mounting Accessory BRK-TV1, USB 3.2 Gen 2 cable type A (plug) to C (plug) 10 m CBL-L10AC, USB 3.2 Gen 2 cable type A (plug) to C (plug) 25 m CBL-L25AC | | | | |
| | Supported OS | Windows 11, Windows 10, macOS 12, macOS 11, macOS 10.15, Chrome OS | | | | | |
| | Installation | Tabletop installation: Table stand (accessory) Wall mount installation: Wall mounting bracket (accessory) Installation above display: BRK-TV1 (option) Installation below display: BRK-TV1 (option) | Installation above display (thickness up to 50 mm): Embedded leg Installation above display (rigid): BRK-WL1 and BRK-TV1 (options) Installation below display: BRK-WL1 and BRK-TV1 (options) Wall mount installation: BRK-WL1 (option) Tripod installation: Embedded tripod screw hole | | | | |
| | USB Type-C | USB 2.0/3.2 Gen 1, UAC 2.0, UVC 1.1, DisplayLink | | | | | |
| ! | HDMI | Version 1.4 Resolution: 720 x 480, 1280 x 720, 1366 x 768, 1920 x 1080 Frame Rate | 30 fps HDCP: Version 1.4 HDMI-CEC: Power control, Input selection | | | | |
| | 3.5 mm Audio Jack | - Headphone / Line output (Stereo out) | | | | | |
| | Bluetooth | Version 5.0 Supported Profiles: HFP (1.7), A2DP, AVRCP, BLE Supported Codec: CVSD, SBC, mSBC Wireless Output: Class 1 Maximum Communication Distance: 10 m (32.8 ft) (no obstacles) Radio Frequency (Operational Frequency): 2,402 to 2,480 MHz | | | | | |
| | Wi-Fi Network | Wireless LAN Standards: IEEE 802.11b/g/n Radio Frequency Band: 2.4 GHz Available Security Method: OPEN, WEP, WPA/WPA2-PSK, WPA3-SAE | | | | | |
| | Speaker | Full-range speaker x 1 | - | | | | |
| | | | | | | | |
| | Speaker Loudness | 90 dBSPL (1m) | - | | | | |
| | Speaker Loudness Speaker Frequency Response | 90 dBSPL (1m) 100 Hz - 20 kHz | - | | | | |
| | | | - | | | | |
| | Speaker Frequency Response | 100 Hz - 20 kHz | - - orming off) / 3.0 m (9.8 ft, Face focus beamforming on) | | | | |
| | Speaker Frequency Response Microphone | 100 Hz - 20 kHz Hexa-microphone (6 x MEMS) | orming off) / 3.0 m (9.8 ft, Face focus beamforming on) | | | | |
| | Speaker Frequency Response Microphone Microphone Coverage | 100 Hz - 20 kHz Hexa-microphone (6 x MEMS) Frontward 110 degrees audio pickup Max distance: 6.0 m (19.6 ft, Face focus beamfo | , Automatic room EQ, | | | | |
| | Speaker Frequency Response Microphone Microphone Coverage Microphone Frequency Response | 100 Hz - 20 kHz Hexa-microphone (6 x MEMS) Frontward 110 degrees audio pickup Max distance: 6.0 m (19.6 ft, Face focus beamft) 100 Hz - 16 kHz Adaptive echo canceller, Noise reduction, Automatic tracking, Automatic gain control | , Automatic room EQ, | | | | |
| | Speaker Frequency Response Microphone Microphone Coverage Microphone Frequency Response Audio Processing | 100 Hz - 20 kHz Hexa-microphone (6 x MEMS) Frontward 110 degrees audio pickup Max distance: 6.0 m (19.6 ft, Face focus beamfor 100 Hz - 16 kHz Adaptive echo canceller, Noise reduction, Automatic tracking, Automatic gain control Dereverberation, SoundCap Eye (Face focus beamforming, Self-silence, Self-volume | , Automatic room EQ, | | | | |
| | Speaker Frequency Response Microphone Microphone Coverage Microphone Frequency Response Audio Processing Sensor | 100 Hz - 20 kHz Hexa-microphone (6 x MEMS) Frontward 110 degrees audio pickup Max distance: 6.0 m (19.6 ft, Face focus beamfor 100 Hz - 16 kHz Adaptive echo canceller, Noise reduction, Automatic tracking, Automatic gain control Dereverberation, SoundCap Eye (Face focus beamforming, Self-silence, Self-volume CMOS 8M pixel (4K) | , Automatic room EQ, | | | | |
| | Speaker Frequency Response Microphone Microphone Coverage Microphone Frequency Response Audio Processing Sensor Field of View | 100 Hz - 20 kHz Hexa-microphone (6 x MEMS) Frontward 110 degrees audio pickup Max distance: 6.0 m (19.6 ft, Face focus beamform 100 Hz - 16 kHz Adaptive echo canceller, Noise reduction, Automatic tracking, Automatic gain control Dereverberation, SoundCap Eye (Face focus beamforming, Self-silence, Self-volume CMOS 8M pixel (4K) Diagonal: 120 degrees / Horizontal: 110 degrees | , Automatic room EQ, | | | | |
| | Speaker Frequency Response Microphone Microphone Coverage Microphone Frequency Response Audio Processing Sensor Field of View Focus Distance | 100 Hz - 20 kHz Hexa-microphone (6 x MEMS) Frontward 110 degrees audio pickup Max distance: 6.0 m (19.6 ft, Face focus beamform 100 Hz - 16 kHz Adaptive echo canceller, Noise reduction, Automatic tracking, Automatic gain control Dereverberation, SoundCap Eye (Face focus beamforming, Self-silence, Self- volume CMOS 8M pixel (4K) Diagonal: 120 degrees / Horizontal: 110 degrees 0.5 m (1.6 ft) to ∞ | , Automatic room EQ, balancer) | | | | |
| | Speaker Frequency Response Microphone Microphone Coverage Microphone Frequency Response Audio Processing Sensor Field of View Focus Distance Frame Rate | 100 Hz - 20 kHz Hexa-microphone (6 x MEMS) Frontward 110 degrees audio pickup Max distance: 6.0 m (19.6 ft, Face focus beamford 100 Hz - 16 kHz Adaptive echo canceller, Noise reduction, Automatic tracking, Automatic gain control Dereverberation, SoundCap Eye (Face focus beamforming, Self-silence, Self-volume CMOS 8M pixel (4K) Diagonal: 120 degrees / Horizontal: 110 degrees 0.5 m (1.6 ft) to ∞ 6 fps, 7.5 fps, 10 fps, 15 fps, 30 fps 3,840 x 2,160 2,560 x 1,440 1,920 x 1,080 1,280 x 720 640 x 360 | , Automatic room EQ, balancer) | | | | |
| | Speaker Frequency Response Microphone Microphone Coverage Microphone Frequency Response Audio Processing Sensor Field of View Focus Distance Frame Rate Supported Video Resolution | 100 Hz - 20 kHz Hexa-microphone (6 x MEMS) Frontward 110 degrees audio pickup Max distance: 6.0 m (19.6 ft, Face focus beamfe 100 Hz - 16 kHz Adaptive echo canceller, Noise reduction, Automatic tracking, Automatic gain control Dereverberation, SoundCap Eye (Face focus beamforming, Self-silence, Self- volume CMOS 8M pixel (4K) Diagonal: 120 degrees / Horizontal: 110 degrees 0.5 m (1.6 ft) to ∞ 6 fps, 7.5 fps, 10 fps, 15 fps, 30 fps 3,840 x 2,160 2,560 x 1,440 1,920 x 1,080 1,280 x 720 640 x 360 *When using 3,840 x 2,160, 2,560 x 1,440 resolution, optional cables (CBL-L10AC or | , Automatic room EQ, balancer) CBL-L25AC) that is USB 3.0 or greater is needed. | | | | |
| | Speaker Frequency Response Microphone Microphone Coverage Microphone Frequency Response Audio Processing Sensor Field of View Focus Distance Frame Rate Supported Video Resolution Supported Video Codec | 100 Hz - 20 kHz Hexa-microphone (6 x MEMS) Frontward 110 degrees audio pickup Max distance: 6.0 m (19.6 ft, Face focus beamfe 100 Hz - 16 kHz Adaptive echo canceller, Noise reduction, Automatic tracking, Automatic gain control Dereverberation, SoundCap Eye (Face focus beamforming, Self-silence, Self- volume CMOS 8M pixel (4K) Diagonal: 120 degrees / Horizontal: 110 degrees 0.5 m (1.6 ft) to ∞ 6 fps, 7.5 fps, 10 fps, 15 fps, 30 fps 3,840 x 2,160 2,560 x 1,440 1,920 x 1,080 1,280 x 720 640 x 360 *When using 3,840 x 2,160, 2,560 x 1,440 resolution, optional cables (CBL-L10AC or YUY2, MJPEG, NV12 | , Automatic room EQ, balancer) CBL-L25AC) that is USB 3.0 or greater is needed. | | | | |
| | Speaker Frequency Response Microphone Microphone Coverage Microphone Frequency Response Audio Processing Sensor Field of View Focus Distance Frame Rate Supported Video Resolution Supported Video Codec Frame Control | 100 Hz - 20 kHz Hexa-microphone (6 x MEMS) Frontward 110 degrees audio pickup Max distance: 6.0 m (19.6 ft, Face focus beamfet 100 Hz - 16 kHz Adaptive echo canceller, Noise reduction, Automatic tracking, Automatic gain control Dereverberation, SoundCap Eye (Face focus beamforming, Self-silence, Self- volume) CMOS 8M pixel (4K) Diagonal: 120 degrees / Horizontal: 110 degrees 0.5 m (1.6 ft) to ∞ 6 fps, 7.5 fps, 10 fps, 15 fps, 30 fps 3,840 x 2,160 2,560 x 1,440 1,920 x 1,080 1,280 x 720 640 x 360 *When using 3,840 x 2,160, 2,560 x 1,440 resolution, optional cables (CBL-L10AC or YUY2, MJPEG, NV12 Smart Framing (Group, Individual, Speaker tracking) or manual pan-tilt-zoom (PTZ), confi | , Automatic room EQ, balancer) CBL-L25AC) that is USB 3.0 or greater is needed. | | | | |
| | Speaker Frequency Response Microphone Microphone Coverage Microphone Frequency Response Audio Processing Sensor Field of View Focus Distance Frame Rate Supported Video Resolution Supported Video Codec Frame Control Video Processing | 100 Hz - 20 kHz Hexa-microphone (6 x MEMS) Frontward 110 degrees audio pickup Max distance: 6.0 m (19.6 ft, Face focus beamfet 100 Hz - 16 kHz Adaptive echo canceller, Noise reduction, Automatic tracking, Automatic gain control Dereverberation, SoundCap Eye (Face focus beamforming, Self-silence, Self- volume CMOS 8M pixel (4K) Diagonal: 120 degrees / Horizontal: 110 degrees 0.5 m (1.6 ft) to ∞ 6 fps, 7.5 fps, 10 fps, 15 fps, 30 fps 3,840 x 2,160 2,560 x 1,440 1,920 x 1,080 1,280 x 720 640 x 360 *When using 3,840 x 2,160, 2,560 x 1,440 resolution, optional cables (CBL-L10AC or YUY2, MJPEG, NV12 Smart Framing (Group, Individual, Speaker tracking) or manual pan-tilt-zoom (PTZ), confidunatic white balancing, Automatic exposure control, Noise reduction | , Automatic room EQ, balancer) CBL-L25AC) that is USB 3.0 or greater is needed. igurable preset x 2 Maximum Zoom Ratio: 5.0x People Detection Max Distance: 4 | | | | |
| | Speaker Frequency Response Microphone Microphone Coverage Microphone Frequency Response Audio Processing Sensor Field of View Focus Distance Frame Rate Supported Video Resolution Supported Video Codec Frame Control Video Processing Function Button | 100 Hz - 20 kHz Hexa-microphone (6 x MEMS) Frontward 110 degrees audio pickup Max distance: 6.0 m (19.6 ft, Face focus beamfet 100 Hz - 16 kHz Adaptive echo canceller, Noise reduction, Automatic tracking, Automatic gain control Dereverberation, SoundCap Eye (Face focus beamforming, Self-silence, Self- volume CMOS 8M pixel (4K) Diagonal: 120 degrees / Horizontal: 110 degrees 0.5 m (1.6 ft) to ∞ 6 fps, 7.5 fps, 10 fps, 15 fps, 30 fps 3,840 x 2,160 2,560 x 1,440 1,920 x 1,080 1,280 x 720 640 x 360 *When using 3,840 x 2,160, 2,560 x 1,440 resolution, optional cables (CBL-L10AC or YUY2, MJPEG, NV12 Smart Framing (Group, Individual, Speaker tracking) or manual pan-tilt-zoom (PTZ), confautomatic white balancing, Automatic exposure control, Noise reduction Factory default setting, Remote control pairing | , Automatic room EQ, balancer) CBL-L25AC) that is USB 3.0 or greater is needed. igurable preset x 2 Maximum Zoom Ratio: 5.0x People Detection Max Distance: 4 | | | | |
| | Speaker Frequency Response Microphone Microphone Coverage Microphone Frequency Response Audio Processing Sensor Field of View Focus Distance Frame Rate Supported Video Resolution Supported Video Codec Frame Control Video Processing Function Button Remote Control | 100 Hz - 20 kHz Hexa-microphone (6 x MEMS) Frontward 110 degrees audio pickup Max distance: 6.0 m (19.6 ft, Face focus beamfet 100 Hz - 16 kHz Adaptive echo canceller, Noise reduction, Automatic tracking, Automatic gain control Dereverberation, SoundCap Eye (Face focus beamforming, Self-silence, Self- volume CMOS 8M pixel (4K) Diagonal: 120 degrees / Horizontal: 110 degrees 0.5 m (1.6 ft) to ∞ 6 fps, 7.5 fps, 10 fps, 15 fps, 30 fps 3,840 x 2,160 2,560 x 1,440 1,920 x 1,080 1,280 x 720 640 x 360 *When using 3,840 x 2,160, 2,560 x 1,440 resolution, optional cables (CBL-L10AC or YUY2, MJPEG, NV12 Smart Framing (Group, Individual, Speaker tracking) or manual pan-tilt-zoom (PTZ), conf Automatic white balancing, Automatic exposure control, Noise reduction Factory default setting, Remote control pairing Power, Microphone mute x 2, Speaker volume, Camera ePTZ, Smart Framing on/off, C | , Automatic room EQ, balancer) CBL-L25AC) that is USB 3.0 or greater is needed. igurable preset x 2 Maximum Zoom Ratio: 5.0x People Detection Max Distance: 4 | | | | |

| CS-500 | | | | |
|------------------------|--|--|--|--|
| Output Characteristics | | | | |

| Output Terminal | Type | Actual Source Impedance | For Use with Nominal | Output Level | Connector |
|-----------------------|-----------|-------------------------|----------------------|--------------|------------------------|
| 3.5 mm mini-Jack | Headphone | 20 Ω | 16 - 32 Ω | 25 mW(16 Ω) | 3.5 mm stereo (TRS) |
| 3.5 IIIII IIIIII-Jack | Line | | 100 Ω | 0.8 dBV | 3.5 IIIII stereo (TRS) |

YAMAHA CORPORATION