

Getting Started with your AVerVision 300AF+ Document Camera

1. What do you have?

- AVerVision 300AF+ Document Camera
- Costs around \$525
- Weighs about 4 lbs.; very easy to transport

2. Purpose of Training

- To learn about our new equipment, how it functions, and how to best implement its use in the classroom

3. What's Included

- Document Camera with mechanical arm
- Remote Control
- Power Cable with brick
- VGA Cable (connects to monitor or projector)
- Composite and S-Video Cables (connects to a TV)
- Anti-Glare Sheet
- Software (AVerVision 3)
- Operating Manual
- Carrying Bag

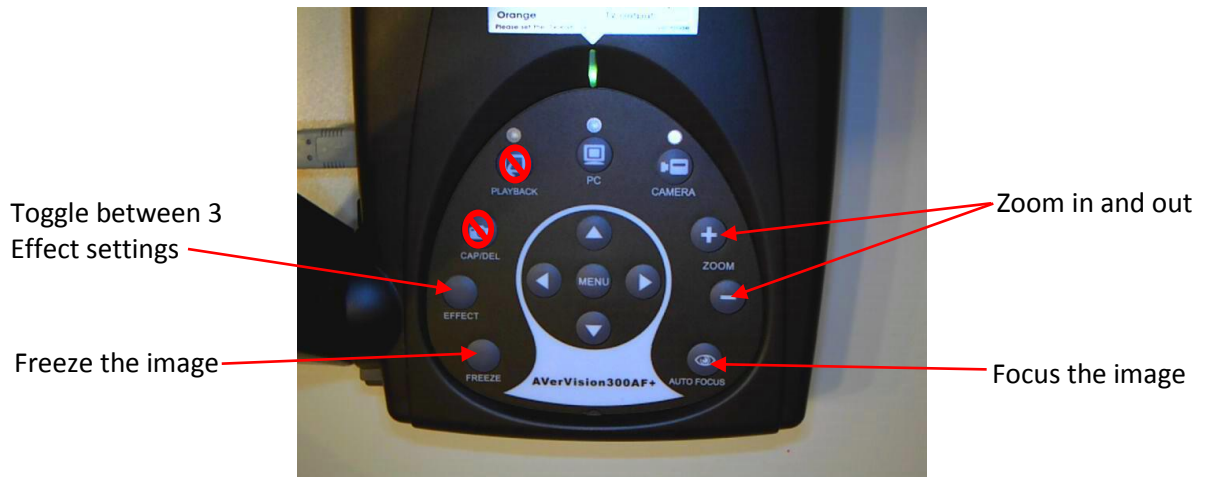
4. Setting your Document Camera

- AC Adapter plugs into the back of the camera (provides power)
- USB cable from the Document Camera to the computer (provides connection to computer and data projector)

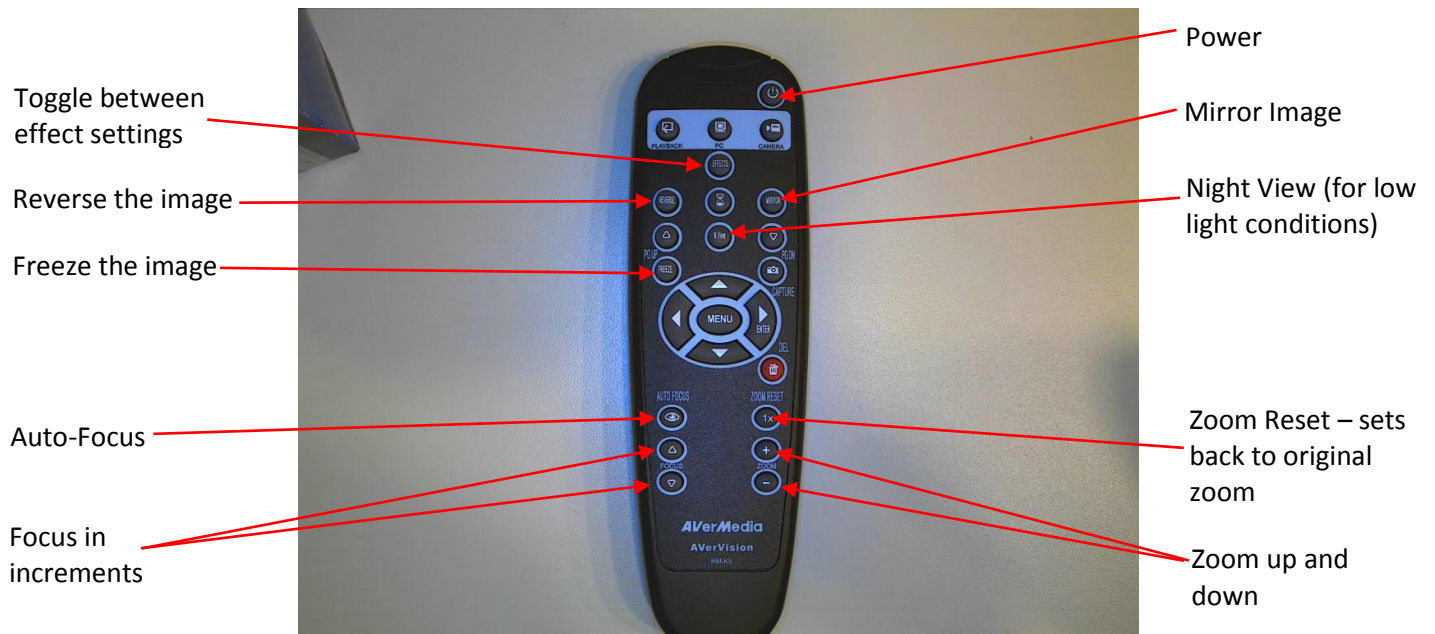
5. Basic Features

- Zoom + or – increases or decreases your zoom
- Zooms up to 16x – details can be seen accurately
- Auto-Focus
- Arrows will pan the image
- Cap/Del captures images directly to your Document Camera (when not connected via USB)
- Playback shows images stored on your camera (when not connected via USB)

- Camera button will take you back to the live image
- Freeze button will freeze the image
- Effects button will toggle from color, B&W, and negative
- Timer feature from the menu will allow a countdown (when not connected via USB)
- Reverse and Mirror can be achieved from the remote
- Low light conditions – use N. View from the remote (frame-rate will be lower) or use the LED light module



6. Remote Control (the labeled buttons are the only ones functional when set up through a USB connection)



7. AVerVision 3 Software Overview

- Open the software from the Teacher's Menu
- The window is movable by clicking and dragging
- The window can be maximized to fill the entire screen. Press ESC to exit this mode or mouse over the upper right corner to reveal the minimize button
- Use the arrow to show/hide the menu; the menu is also movable
- Control Palette (first row of the menu) - DocCam Settings, Start Recording, Image Capture, Playback Captured Images and Video, Printer, Network Settings, Advanced Setting
- Annotation Tools (second row of the menu) - Freehand Drawing, Line, Rectangle, Ellipse, Text, Select and Paste, Eraser – the properties of these tools can be customized

8. Capturing Images

- Images can be captured with or without annotations
- Annotations cannot be manipulated within AVerVision software
- Saves images as .jpeg files

9. Capturing Video

- Using a microphone with this feature enhances the audio within your recorded video
- Saves video as .avi files
- Video files can be converted using file conversion software

10. Interfacing with the SMART Board and Notebook Software

- Use the software pens to write directly on an image
- Using the SMART pens opens an ink layer over the image (this is like writing on a transparency)
- Captured images can be inserted directly into Notebook files (use insert or the capture tool)
- Recorded video can be directly inserted into Notebook files (must convert to a flash video file for this to work)
- To manipulate annotations, capture image to SMART Notebook first

11. Copyright

- Think before you capture!

12. Ideas for Classroom Use

- Math Manipulatives
- Math Investigations
- Dictionary Use
- Recording student thinking
- Animating a story
- Retelling a story (using video capture)
- Sharing student work/writing
- Science demonstrations
- Newspaper articles
- Going over directions/demonstrating how to play a game
- Collaborating during units of study
- Saving copies (i.e. editing charts, directions, problem of the day)
- Demonstrating steps in a process (i.e. constructing an angle, paper folding activities)
- Document your day's activities on your class webpage
- More or Less game using the freeze function and base 10 blocks