

logitech

Logitech Reach

Adjustable content camera for teaching and demonstrating non-digital content



Share without limits

Logitech Reach provides the ultimate content sharing flexibility and control. Combine horizontal and vertical movements with the camera's pivoting head, and seamlessly switch between table and presenter view to create novel vantage points and share your perspective with ease.

Features and benefits

Vivid, crisp video

Logitech Reach builds on the Logitech StreamCam's premium 1080p / 60fps video quality enhanced with glass optics and smart autofocus to make the audience feel like they are right there.

Pivoting camera, unique POV

Users can combine the horizontal and vertical movements with the pivoting camera head to create novel vantage points and move the camera to exactly where it's needed.

Independent vertical movement

With the push of a simple, analog button, users enable 4.3x lossless zoom with autofocus making it easy to enthrall the audience with even the smallest of details.

Effortless and expansive lateral movement

Users grip the camera ring and move the camera along the horizontal plane with just one gesture, allowing content to be viewed in a clean, streamlined manner.

Plug and play experience

Logitech Reach offers a plug and play experience over USB and can be used with most computers and conferencing or streaming platforms, so individuals can have confidence that the camera "just works."

Adaptable to your space

Operate in full desktop mode by placing Logitech Reach on a table or switch into a compact stowed mode and pair with the low-profile edge clamp. Desktop to compact, Reach switches modes and bases easily.

Expand your Reach

Two key opportunities to grow your portfolio, increase your business and create value for your customers with Logitech Reach.

Education

Logitech Reach was designed with educators for educators, uniquely solving challenges faced in today's learning environments. The ability to easily share non-digital content with students in and outside the classroom helps educators easily and effectively convey their expertise while promoting student learning and engagement.

Enterprise

Enterprise customers who present digital and non-digital content for training, show-and-tell, and information also need effective tools. Reach solves the unique challenges of presenting content, delivering an unparalleled experience that enterprise customers demand.





Plug and play

Logitech Reach is compatible with most common operating systems, streaming platforms and devices.

macOS

Windows

chromeOS



Product information

Part numbers:

- 960-001670 Logitech Reach Content Camera, Base Mount NAM, AP (excl. Japan)
- 960-001673 Logitech Reach Content Camera, Clamp Mount NAM, AP (excl. Japan)
- 960-001684 Logitech Reach Content Camera, Base Mount Europe
- 960-001685 Logitech Reach Content Camera, Clamp Mount Europe

MSRP:

- US: \$349.99 / CAD \$469.99
- Europe: €399 / GBP £349
- EM - AMECA: \$469
- AUS: \$599.95 / NZ \$679.95

Adaptable mounting



With base mount



With clamp mount

What's the difference?

Specialized desktop cameras, mounted smart phones and external cameras often have fixed or limited viewpoints. They require time to reposition; especially desktop cameras that require presenters to move content and objects around the camera.

The Logitech Reach offers flexible, full range of motion. With lateral and vertical movement and a pivoting head, Logitech Reach allows for rapid repositioning to help presenters stay in the flow.

Why it matters

It is estimated that a typical classroom is interrupted more than

2,000

times per year. These disruptions can result in the loss of 10-20 days of instructional time.²

¹ EdWeek Research Center conducted the survey in the summer of 2022. Surveyed over 1000 participants.

² Kraft, M. A., & Monti-Nussbaum, M. (2021). The Big Problem With Little Interruptions to Classroom Learning. AERA Open,