

FUNKYGENE

STREAMING EQUIPMENT RECOMMENDATIONS

Where to spend first, what can wait, and how to build a streaming system that can grow without replacing everything.

OUR PHILOSOPHY

Do not buy gear because a creator said it is the “best.” Build around your actual stream. The right system balances audio, picture, lighting, computer performance, connectivity, control and reliability.

1. SPEND IN THE RIGHT ORDER

- **Reliability first:** stable computer, power, storage and internet before cosmetic upgrades.
- **Audio second:** viewers will tolerate an average picture longer than audio they cannot understand.
- **Lighting before an expensive camera:** improving the light can transform equipment you already own.
- **Camera and lens:** buy for the framing, distance and workflow you actually need.
- **Control and convenience:** add Stream Decks, PTZ control, extra monitors and automation after the core system is dependable.

2. STARTER SYSTEM - KEEP IT SIMPLE

Category	What to look for
Camera	A reliable webcam, USB camera or existing camera with a proven capture path.
Audio	One close, dependable microphone appropriate for the room and speaker.
Lighting	One controllable soft key light; use the room/window intelligently.
Software	OBS Studio with a small, organized scene collection.
Internet	Stable upload with Ethernet when practical.
Control	Keyboard/hotkeys are enough until additional control genuinely saves time.

3. CREATOR SYSTEM - ADD FLEXIBILITY

- **Camera:** mirrorless, DSLR or compact video camera with continuous power and dependable clean output.
- **Capture:** quality capture hardware matched to the camera output and computer.
- **Audio:** upgraded microphone or wireless system, headphones and a cleaner monitoring workflow.
- **Lighting:** key light plus controlled fill/background/separation where useful.
- **Control:** Stream Deck or similar control surface for scenes, mutes and repeatable actions.
- **Backup:** local recording, spare cables/power and a simple recovery plan.

4. PROFESSIONAL / EVENT SYSTEM

- Multiple cameras selected to match the distances, operators and environment.
- SDI, HDMI or IP signal paths designed around cable length and production needs.
- Professional microphones, wireless systems, monitoring and intentional audio routing.
- Switching/control system, graphics, recording and confidence monitoring.
- Dedicated network strategy with primary and backup connectivity where the event requires it.
- Power distribution, battery strategy, cable protection, communications and spares.

5. WHAT WE TYPICALLY BUILD AROUND

These are examples of the kinds of tools and workflows FUNKYGENE is comfortable integrating. They are not a universal shopping list; the right choice depends on the job.

Area	Examples in our workflow
Streaming / switching	OBS Studio, multi-scene workflows, capture devices and software/hardware switching as appropriate.
Cameras	Canon cinema and mirrorless/DSLR-style cameras, action cameras, PTZ concepts and fixed production cameras.
Audio	Sony and Sennheiser wireless/lavalier systems, camera microphones and dedicated production microphones.
Monitoring / recording	External monitors/recorders, local recordings and separate stream monitoring.
Connectivity	Ethernet, Starlink, cellular/hotspot backup, RTMP and SRT-based contribution workflows.
Field production	Tripods, battery-powered equipment, remote camera positions, laptops and portable production kits.

6. WHAT CAN USUALLY WAIT

- A second or third camera before the first camera, audio and lighting are solid.
- Expensive control surfaces when simple hotkeys already run the show reliably.
- Large RGB lighting packages before the main subject is lit properly.
- The newest camera body when your current camera is limited by lens, lighting or capture instead.
- Advanced redundancy for a casual stream that does not justify the cost - while critical events may need it from day one.

7. BUILD AN UPGRADE PATH

- **Buy compatible pieces:** think about what stays useful when the system grows.
- **Standardize:** repeated cables, batteries, mounts and camera types can make larger productions easier.
- **Document:** label equipment and save working configurations.
- **Upgrade the bottleneck:** spend where the current system is actually failing, not where marketing is loudest.

BEFORE BUYING ANYTHING

- What problem am I trying to solve?
- Can equipment I already own solve it?
- Will this work with my current computer/cameras/audio?
- What additional cables, adapters, lenses, power or mounts does it require?
- Does it make the stream more reliable or only more complicated?
- Will I still want this piece when I upgrade later?

WHY THERE IS NO UNIVERSAL SHOPPING LIST

Two clients with the same budget may need completely different systems. A gamer, church, podcast and outdoor race have different camera distances, audio needs, internet risks, staffing and failure points. Equipment should follow the workflow.

GET THREE OPTIONS BEFORE YOU BUY.

Tell FUNKYGENE what you want to stream, what you already own and your budget. We can build Good / Better / Best recommendations, explain the tradeoffs, and give you a future upgrade path so you do not have to buy the same system twice.