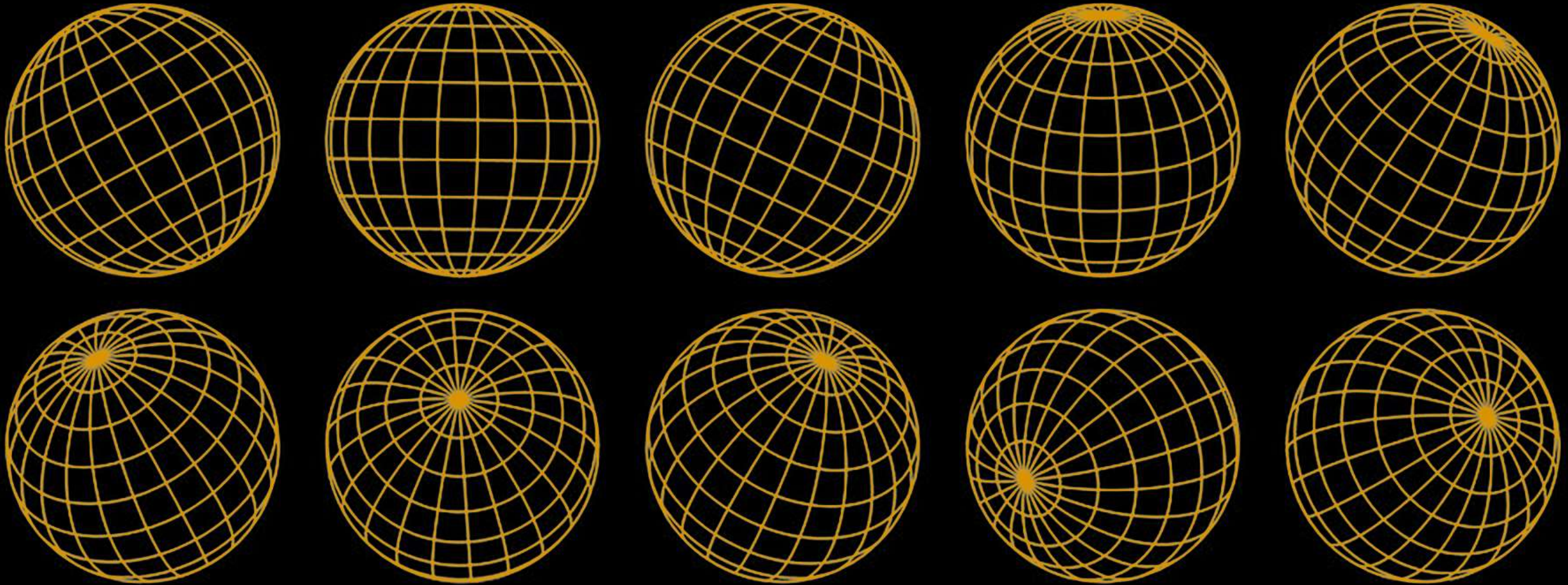




360 Video Tutorial



Why 360?

- Immersive/Perspectival (first-person)
- Low technical bar for entry/Easy to shoot
- Requires minimal editing
- Multiple platforms (flexible delivery)
- Interactivity with Warp VR or Cinema8 (intro level)
- Interactivity with Unity (advanced users)



Workshop Overview

PART I

- **Pre-production:** entry-level camera options and best practices
- **Production:** how to shoot 360 video (and record 360 audio)

PART II

- **Post-production:** transcode, import, edit, and export 360

Workshop Goals

- Understand basic camera options and audio equipment
- Understand best practices for capturing good images (both technically and aesthetically)
- Understand how to handle 360 footage and how to deliver for multiple destinations
- Understand the potential of the medium, and for what it is best suited

PART I

Pre-Production







6K Source / 5.6K Stitched
30, 24 fps

3K Source / Stitched
60, 50 fps

5.7K: 5760x2880@30/25/24fps

4K: 3840x1920@60/50/30/25/24fps

3K: 3008x1504@100fps





What Makes a Good 360 Project?

- Action that requires interactivity (the user follows objects, characters, or other cues)
- When a single frame is not enough
- When a heightened degree of presence is desired or required
- When the director wants to create a sense of open contemplation or ambience



Production









16:9







360 Video Exercise

Rules:

1. No more than 1 minute
2. Bring an object close to the camera
 - a. Move an object around the camera in a circle
 - b. Cross the point of the camera with the object
3. Create an action for the viewer to follow from far away from the lens to close to the lens
4. Create an action from the viewer to follow from close to far away from the lens
5. Bonus: write a (very short) branching path narrative for your video to add later

PART II

Post-Production





Color Correction Handbook



enthusiasm



Be_Happy



Abner-Pitch

Spotlight Search

			Size	Kind
	GS010045.360	Jul 20, 2016 at 12:00 AM	1.07 GB	GoPro Max Video
	GS010045.LRV	Jul 20, 2016 at 12:00 AM	45 MB	GoPro L...n Proxy
	GS010045.THM	Jul 19, 2016 at 11:58 PM	91 KB	Document
	GS010046.360	Jul 24, 2016 at 1:14 AM	2.34 GB	GoPro Max Video
	GS010046.LRV	Jul 24, 2016 at 1:14 AM	98.5 MB	GoPro L...n Proxy
	GS010046.THM	Jul 24, 2016 at 1:09 AM	93 KB	Document
	GS010051.360	Jul 24, 2016 at 2:51 AM	2.69 GB	GoPro Max Video
	GS010051.LRV	Jul 24, 2016 at 2:51 AM	91.9 MB	GoPro L...n Proxy
	GS010051.THM	Jul 24, 2016 at 1:44 AM	92 KB	Document

- Favorites
- nate
 - Downloads
 - Recents
 - Applications
 - Desktop
 - Documents
 - Pictures
 - AirDrop
 - Creative Cloud Files
- Locations
- Untitled
 - Macintosh
 - OneDrive
 - Google Drive
 - Network
- iCloud
- iCloud Drive
 - Shared
- Tags



New Project

Open Project

Home

Learn

Welcome to Premiere Pro, Olga

Insta360 Studio 2023

Hide suggestions



Import Insta360 Files

Drag and drop footage here or click 'Open' to browse files

Open Files



Ready

New Team Project

Open Team Project


Open Premiere Rush Project




Adobe Premiere Pro Plugin

Learn to streamline your 360 edit like a pro


Our free Adobe Premiere Pro plugin reads files straight off your camera and lets you do everything you need in one place:



Stitch



Stabilize



Edit

[Got it](#)

Don't remind again

DETOUR



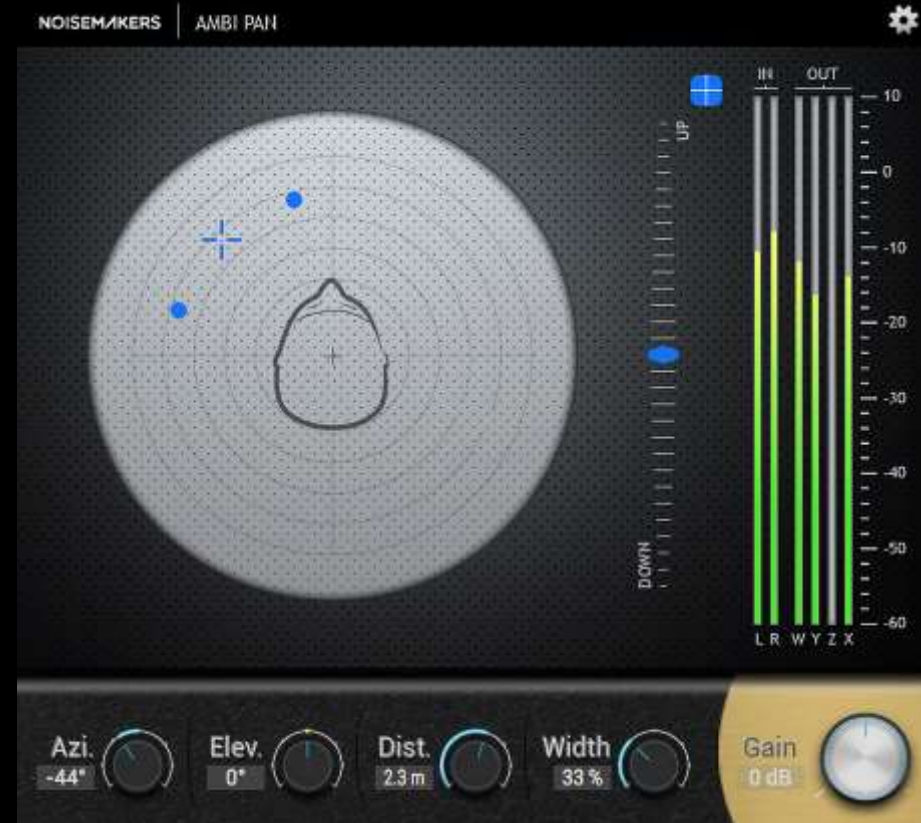
Ambisonics

“Sound is fifty percent of a film, at least. In some scenes it’s almost a hundred percent. It’s the thing that can add so much emotion to a film. It’s a thing that can add all the mood and create a larger world. It sets the tone and it moves things. Sound is a great ‘pull’ into a different world. And it has to work with the picture – but without it you’ve lost half the film.” –David Lynch

Ambisonics: Two Ways



Production (recorded)



Post-production (simulated)

Workshop Demo

Source: (no clips) Effect Controls Audio Clip Mixer: Metadata Text Audio Track Mixer: (no sequences) Program: (no sequences)

00:00:00:00 00:00:00:00 00:00:00:00 00:00:00:00

Project: Workshop Demo Effects History

Workshop Demo.prproj 0 Items

Name	Frame Rate	Media Start	Media End	Media
Import media to start				

Timeline: (no sequences)

00:00:00:00

Drop media here to create sequence.

16:50:49:09 00:01:59:03

00:01:03:03 Fit 1/4 00:01:59:03

Project: Workshop Demo Effects History

Workshop Demo.prproj 1 of 3 items selected

Name	Frame Rate	Media S
Workshop Demo	29,97 fps	00:00:00
240109_005.WAV	48000 Hz	16:49:00
VID_20230913_154233_00	29,97 fps	00:00:00

Workshop Demo 00:01:03:03

Track	Lock	Visibility	Color	Label	Start	End	Duration
V3	✓	○					
V2	✓	○					
V1	✓	○					
A1	✓	○	Blue	VID_20230913_154233_00_008.mov [V]	00:01:03:03	00:01:59:03	00:00:55:00
A2	✓	○	Green				
A3	✓	○	Green				
Mix	0,0						

<http://tinyurl.com/ms82s7sv>



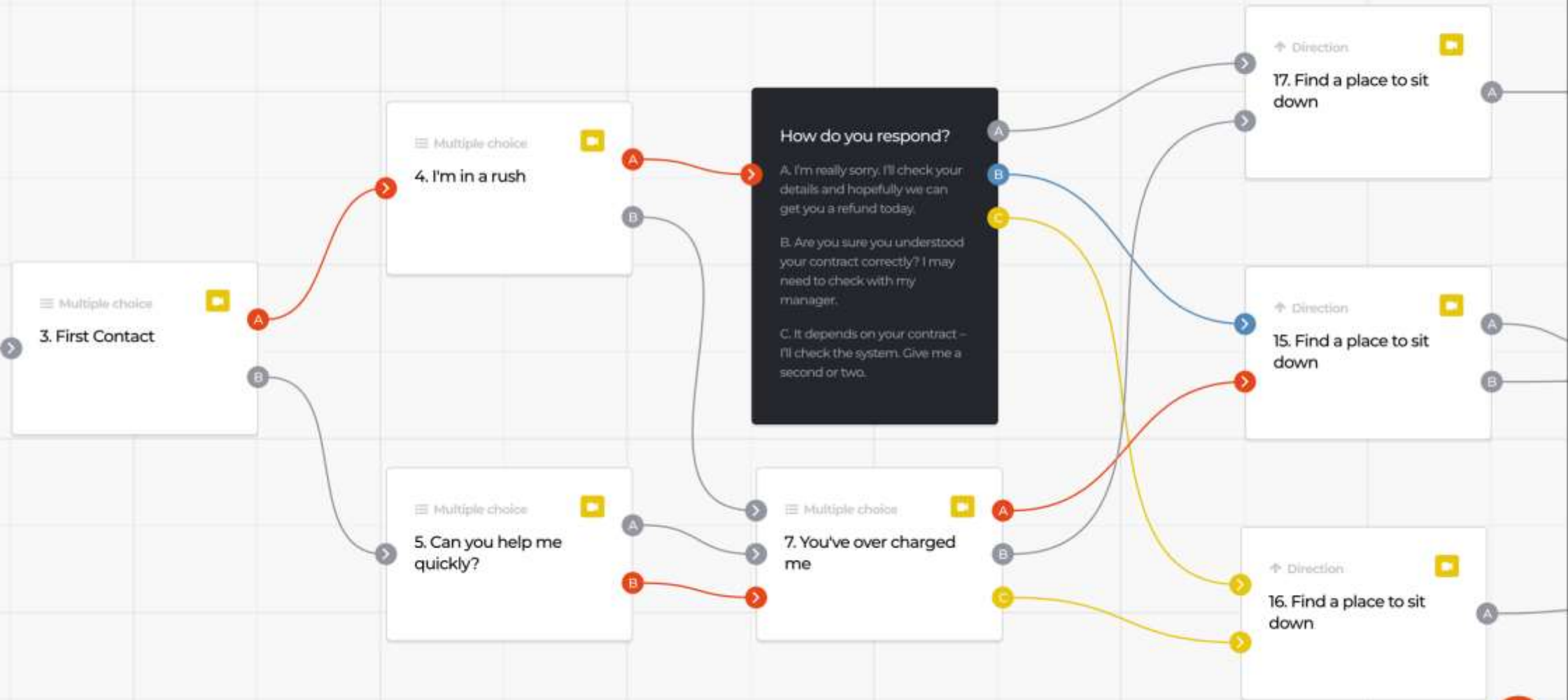
Postscript



Doubleclick anywhere to create a scene



100%









Thank You!