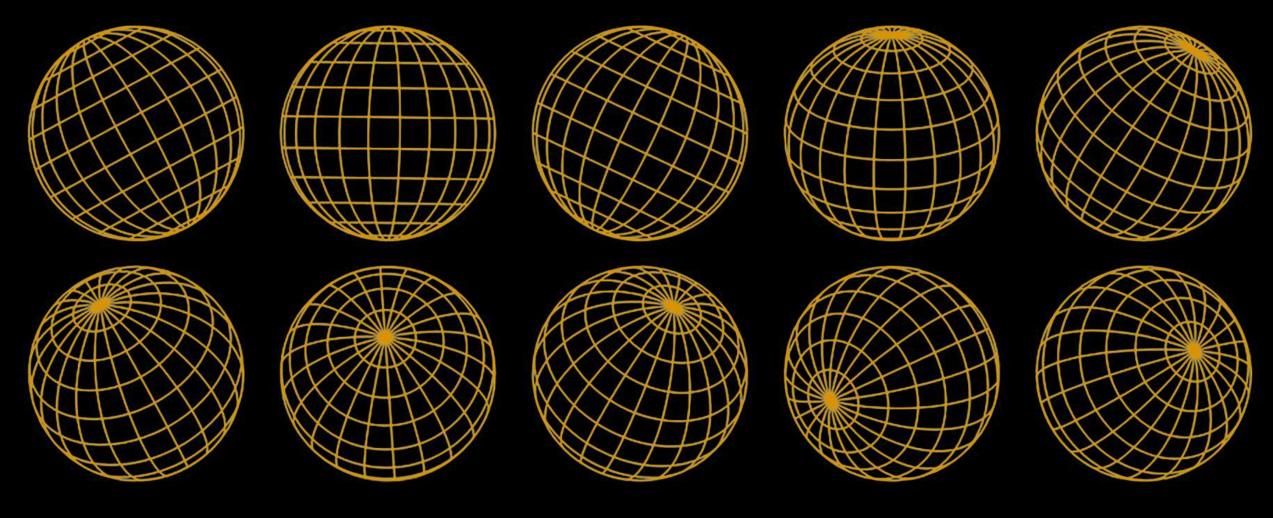


360 Video Tutorial



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)







Lab Safety

1. Welcome to the Lab	2.
3. Incident	
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2. Risks and Hazards 4. Calamity

Point your controller at the button and press the trigger to choose a scene.

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

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













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

Post-Production







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Color Correction Handbook

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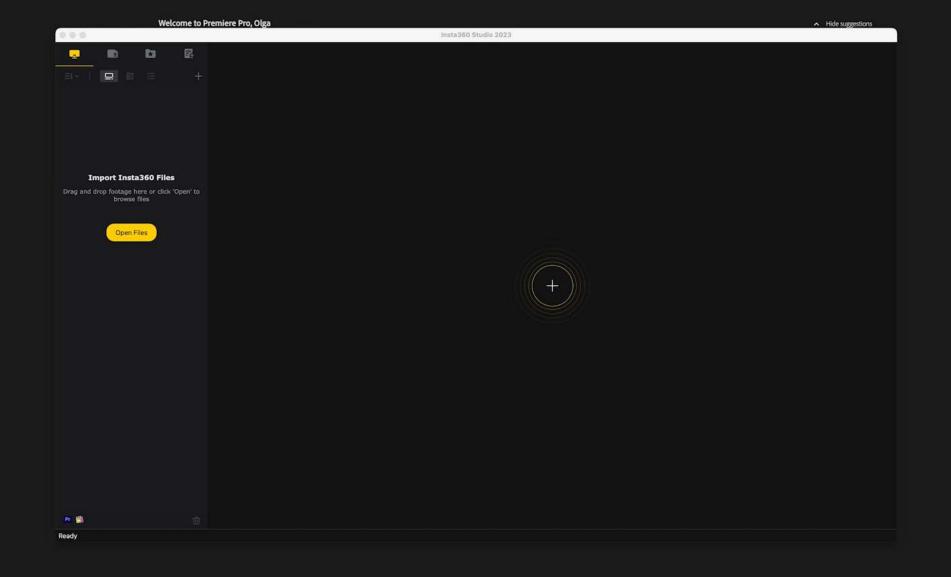
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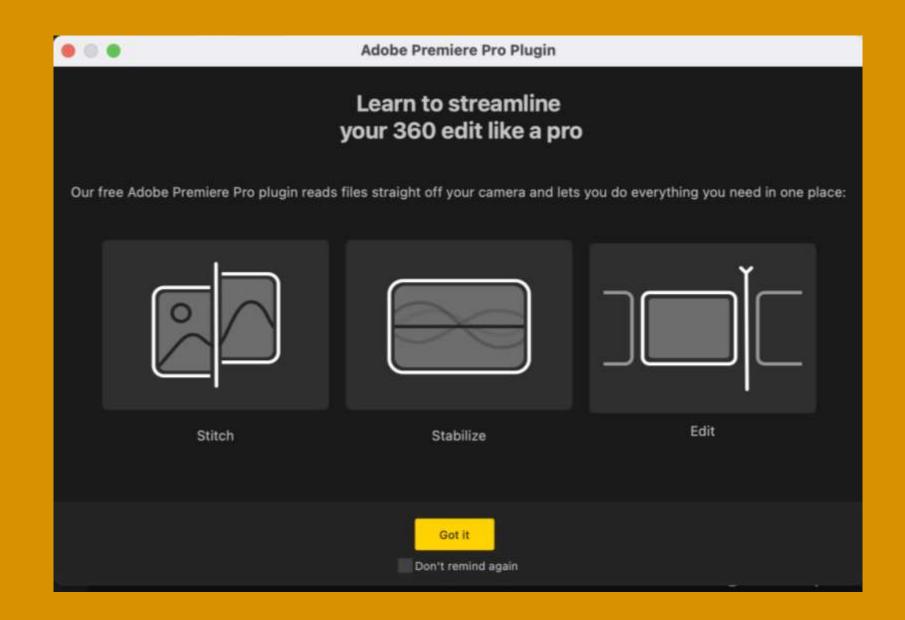
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New Team Project

Open Team Project

Open Premiere Rush Project





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)

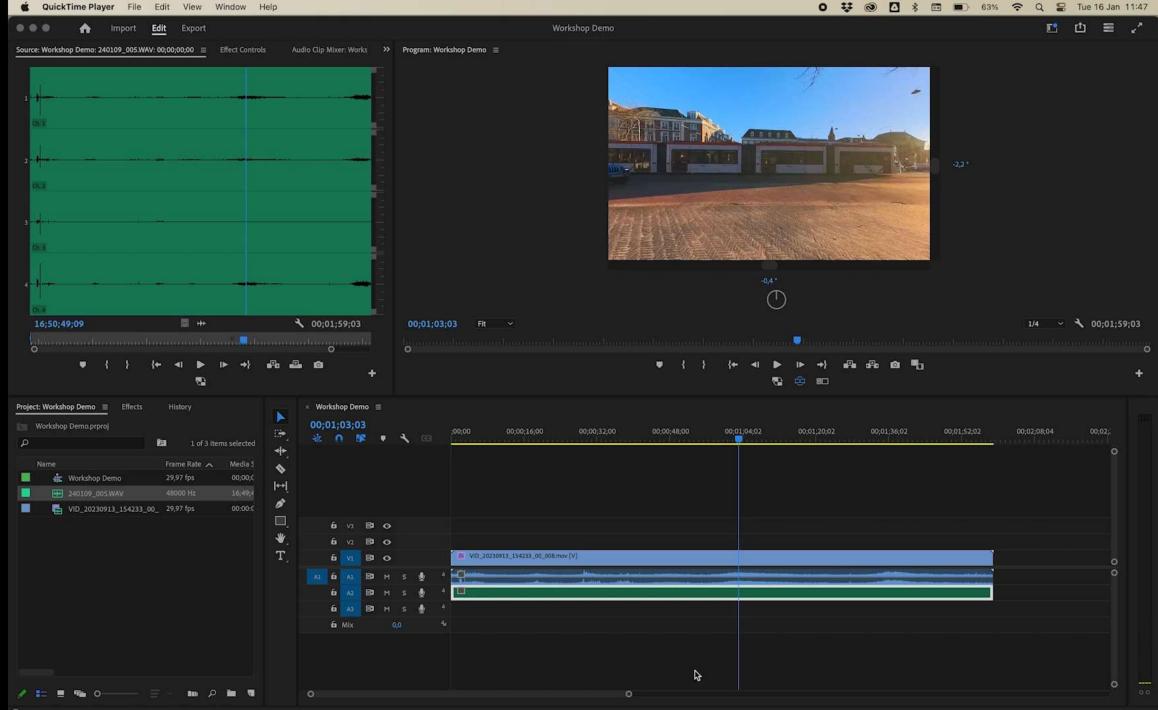


Post-production (simulated)

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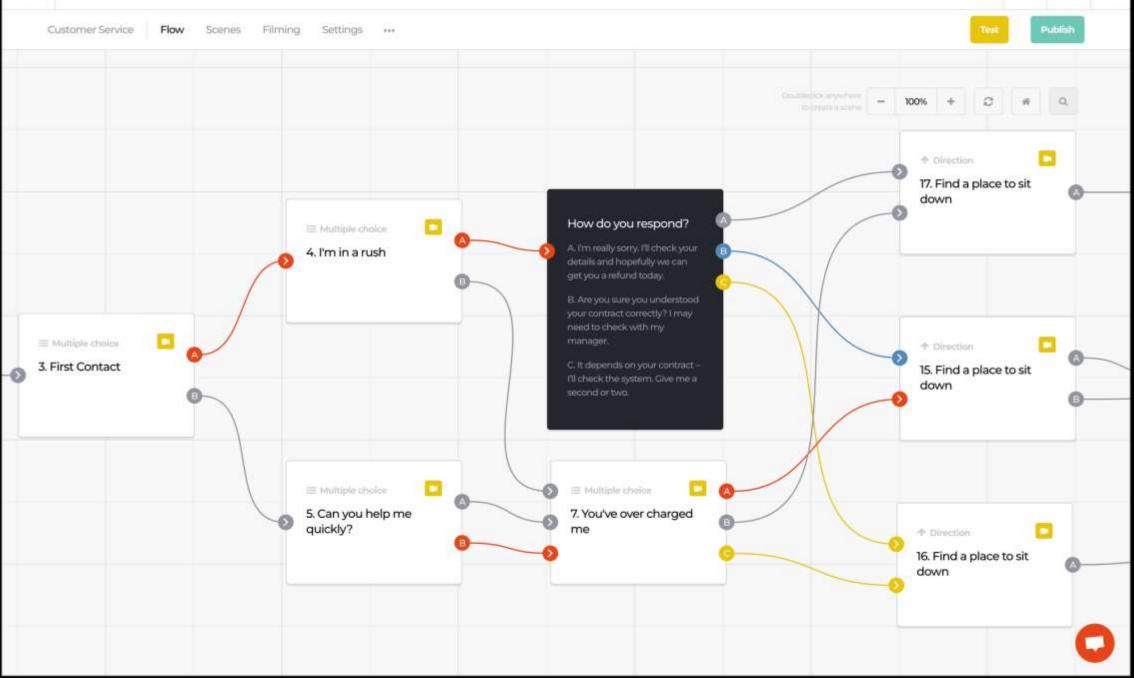
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Thank You!