

# **PHOTO & VIDEO**

Workshop “Plug & Play”



Ruby Chrissandy



WWW.AIRPANO.COM



IMAGINEERINGDISNEY.COM

FUTURE MATTERS SERIES

WRITTEN BY STAN

# CIRCLE-VISION 360°

*Why It Was Great; Why We Need It Back*





**Walt Disney's**  
**CIRCLE-VISION 360°**

color by  
**Technicolor®**

[MeetTheWorldInProgressland.blogspot.com](http://MeetTheWorldInProgressland.blogspot.com)









# Kamera 360

## CONSUMER

- Detu Twin (vid res max 1440x720 30fps)
- Samsung Gear 360 (vid res max 4096x2048 24fps)
- Insta360 One (vid res max 3840x1920 30fps)



## PROSUMER

- Instax360 One X (vid res max 5760x2880 30fps)
- GoPro Fusion (vid res max 5228x2624 30fps)
- Ricoh Theta V (vid res max 3840x1920 30fps)
- Yi 360 VR (vid res max 5760x2880 30fps)





## PROFESIONAL

- GoPro Odyssey
- MoonVr
- NextVR (rigging with RED 6K)







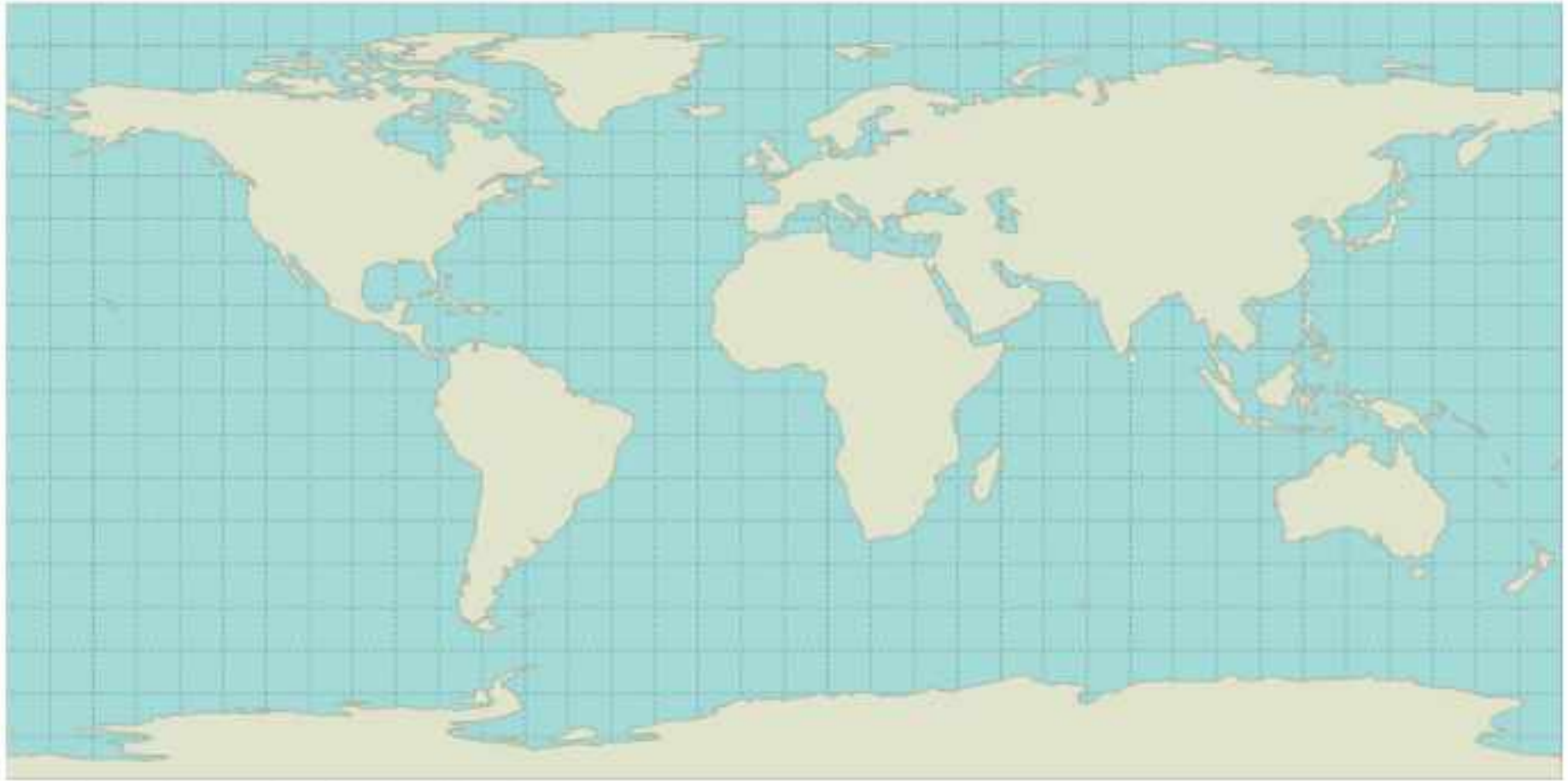






**EQUIRECTANGULAR ?**





A map is a equirectangular projection of the globe

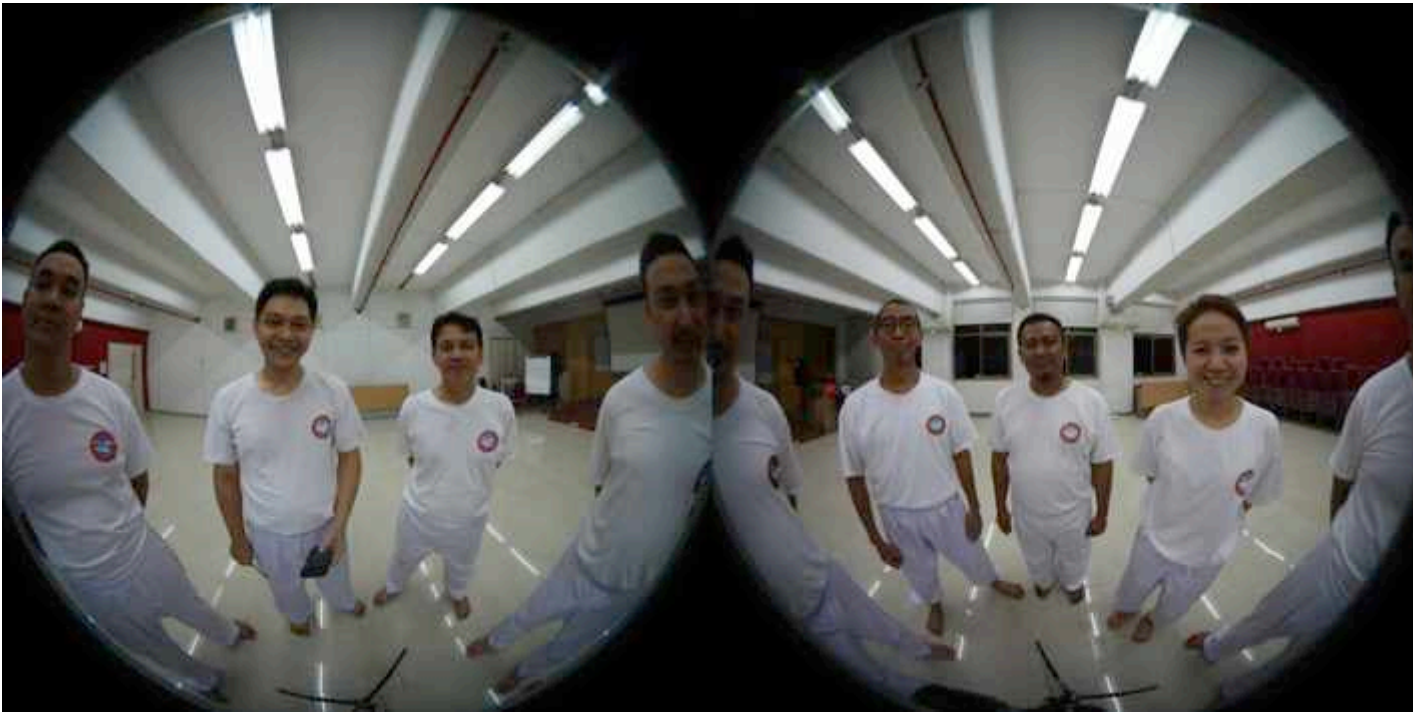


Example of equirectangular 360 video













# MONOSCOPIC VS STEREOSCOPIC



Samsung Gear 360  
Monoscopic



GoPro Omni  
Stereoscopic

Monoscopic





## Stereoscopic (3D)




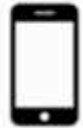



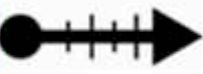








# Virtual Reality VS 360 Video

	Virtual Reality	360-degree Panoramic Video
•Image	 <p>•A 360-degree panoramic image which is integrated by multiple panoramic images is provided. Interactive elements are included.</p>	 <p>•Actual view images are provided. These images are only for appreciation, not interaction.</p>
•Experience method	 <p>•A pair of VR glasses is required for immersive experience.</p>	 <p>•Players that can display 360-degree videos are required, such as YouTube clients on PCs or mobile phones.</p>
•Flexibility	 <p>•Immersive experience is provided. Users can walk around and actively create visual angles. For example, you can walk around or choose to go upstairs or choose which room to enter into as you like.</p>	 <p>•A 360-degree visual angle can only be obtained by moving the director's camera. For example, when you shoot a scene for entering into a house, you can only follow the camera to enter the rooms in sequence, but you cannot choose which room to enter into.</p>
•Timeline	 <p>•The timeline is flexible. It can be extended based on the visual angle which is independently explored by users.</p>	 <p>•A movie can be displayed according to the timeline for the movement of director's camera.</p>

# IMMERSIVE REALITIES

*VR, AR, MR, 360° Video*



Virtual Reality (VR)



Augmented Reality (AR)



Mixed Reality (MR)



360° Video

## Extended Reality



Physical Reality



Augmented Reality



Mixed Reality



Virtual Reality

# Why should I be interested in 360 now?

