

Interactive 360 VR

June 8, 2017

I have created this short resource document as a hand-out for my virtual reality (VR) workshop: *Prototyping Interactive 360 VR ideas*

360 PROTOTYPE PRODUCTION

You need a **360 VR kit** with spatial audio recording capability.

I use a Samsung Gear 360-camera, Samsung Gear VR, Samsung S7 smartphone, H2N Zoom audio recorder, Lavalier Microphone smartLav+, light stand fx-806, and headphones.

Remember to update the H2N [firmware to 2.0](#) (you can follow this [tutorial](#)).



360 POST-PRODUCTION

Software that I use in post-prod.:

- Premiere Pro CC + plugins:
 - Mocha VR
 - AfterCodecs
 - Neat Video Pro
- SpatialWorkstation – audio editing – <https://facebook360.fb.com/learn/>
- Adobe audition - audio editing software
- Wonda VR – interactive 360 editing software - www.wondavr.com
 - ImageOptim – 360 photo optimizer
 - HandBrake – 360 video optimizer
 - CyberDuck – FTP client
- Another is Kolor Panotour - <http://www.kolor.com/panotour>
- GoPro VR player – A player for VR viewing
- 360 Video Metadata Tool – a tool that helps YouTube and other services to recognize that a video is in 360.
- Android File Transfer – file transfer client



Sharing 360 content

How to upload 360-video to Youtube:

<https://support.google.com/youtube/answer/6178631?hl=en>

Definitions

360 = A 360-degree video. Video recorded in spherical. However, it is possible to include 3D elements, graphics, and the ability to interact with buttons or other elements. 360 is not necessarily seen in an Head Mounted Display (HMD), it can also be viewed via smartphone or in a browser. Learn more about [360-video at wiki](#).

VR = Virtual Reality. In practice, things are happening in a HMD, but are often 3D graphics or similar created values. Learn more about the story behind VR:

www.theverge.com/a/virtual-reality

AR = Augmented Reality. A holographic 3D layer on top of the physical reality that surrounds us.

Virtual Reality (VR) design and production

Best practices VR Design and affordance considerations –

<https://medium.com/@LeapMotion/vr-design-best-practices-bb889c2dc70#.q0q645uit>

The Storyteller's Guide to the Virtual Reality Audience

<https://medium.com/stanford-d-school/the-storyteller-s-guide-to-the-virtual-reality-audience-19e92da57497?source=emailShare-710917669bed-1471694305>

VR editing techniques

<https://medium.com/the-language-of-vr/in-the-blink-of-a-mind-attention-1fdff60fa045#.ebj8val1j>

How not to shoot 360 VR content

<https://youtu.be/RWYKrePZwkM>

Content

Find 360 video content on Youtube: <https://www.youtube.com/360>

Within - cool VR company producing high-quality content - <https://with.in/>

Felix & Paul Studios - cinematic VR content - <https://www.felixandpaul.com>

Potential hardware

Insta360 Pro is what I use for actual production -

<https://www.insta360.com/product/insta360-pro/?inspm=77c1c2.6666cd.0.0>

Another great camera is Kandao Obsidian -

<https://www.kandaovr.com/en/Obsidian/#/overview>

If you want to play with 360 live streaming on a low budget the Ricoh Theta 360 camera can be used.

Immersive news

Cool newsletter about immersive non-fiction storytelling:

<http://us14.campaign-archive2.com/?u=bd56ae10009707f793f2b74b3&id=5e0622a382&e=b1ec15770f>

Inspiration

Haptic controllers

<https://www.wired.com/story/haptic-controllers-for-vr-bring-real-pain-to-games/>