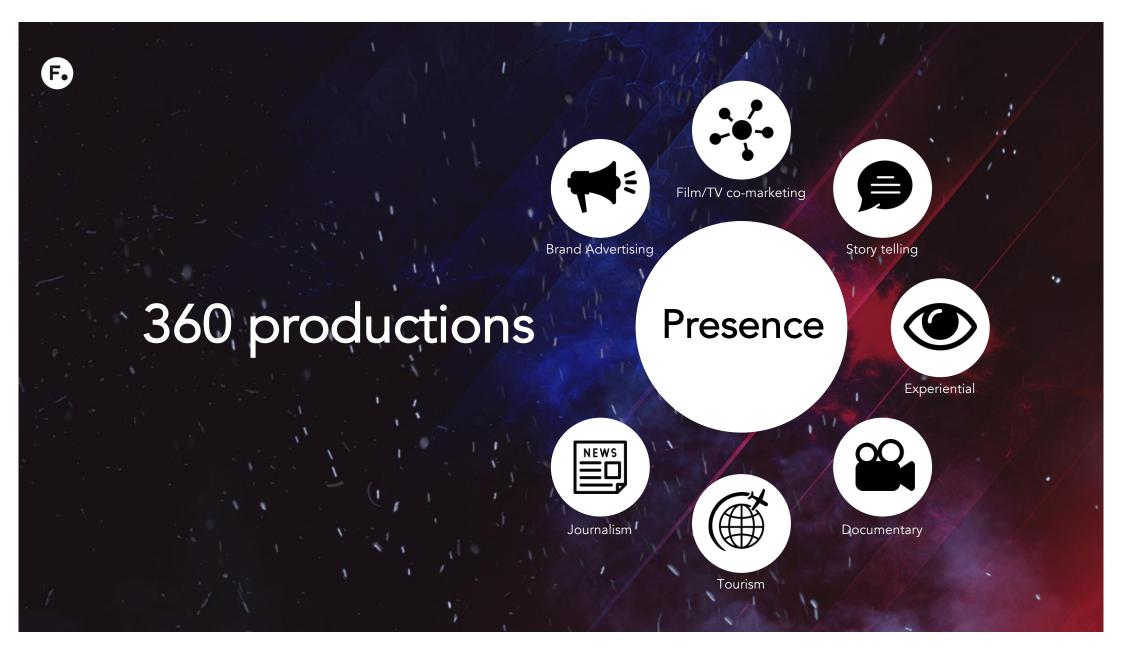
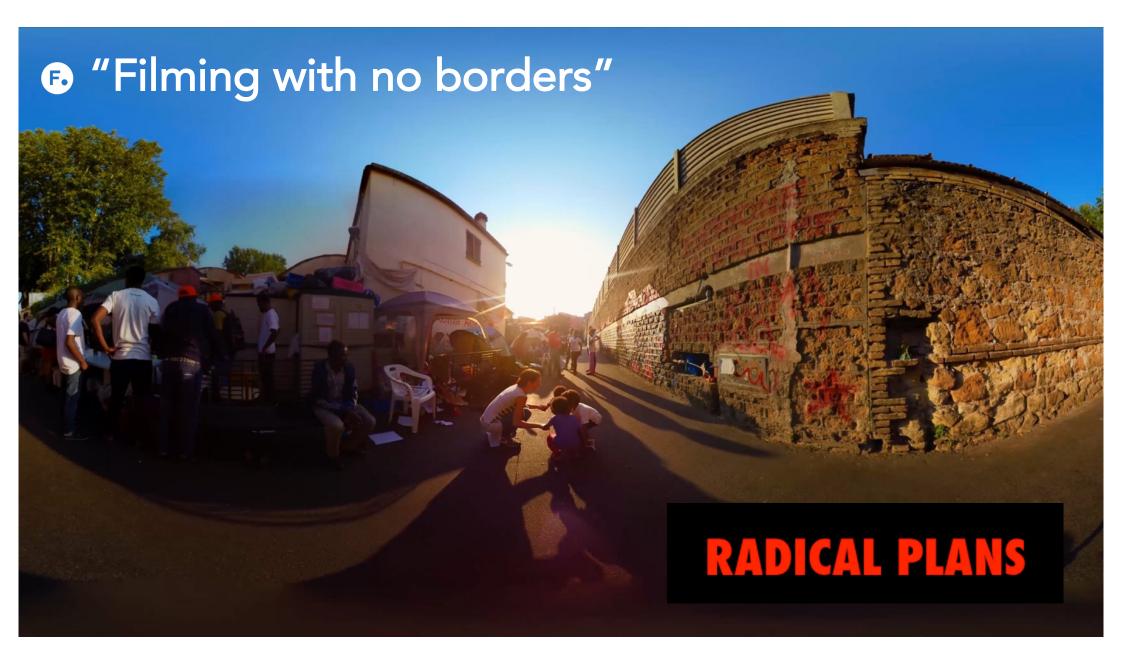


360 Video Cameras in Production

Jonathan Starck Head of Research, Foundry

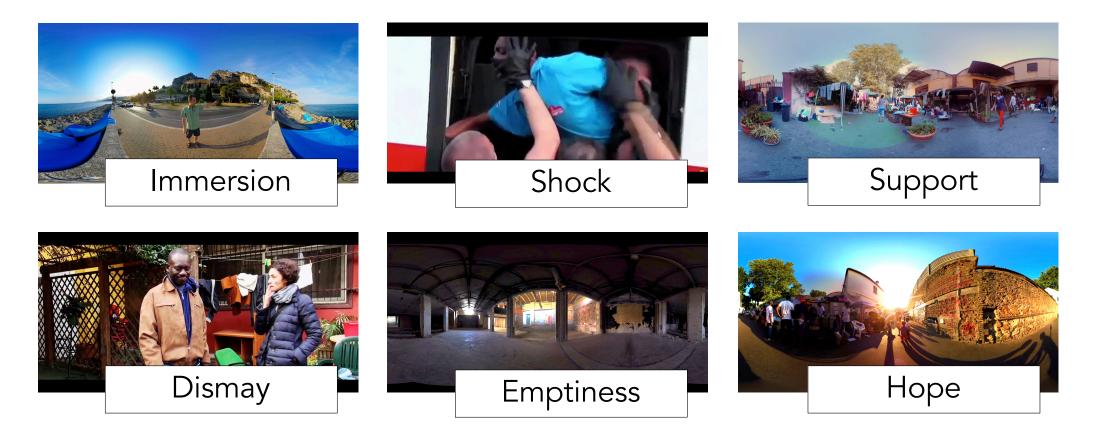
FOUNDRY





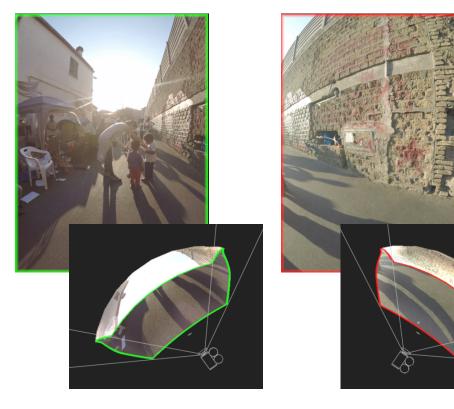
Shot planning – staging is critical

E



... but not always possible

Shot planning – impact on image stitching



F.



Converged at 10m

Shot planning – impact on image stitching

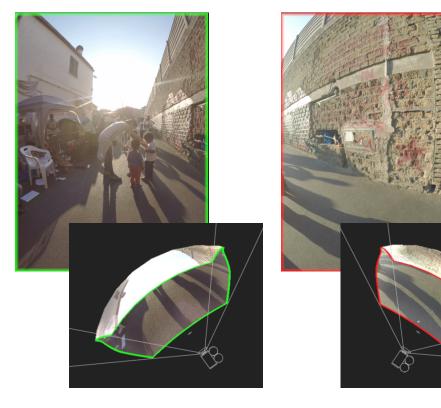


F



Converged at 2m

Shot planning – impact on image stitching



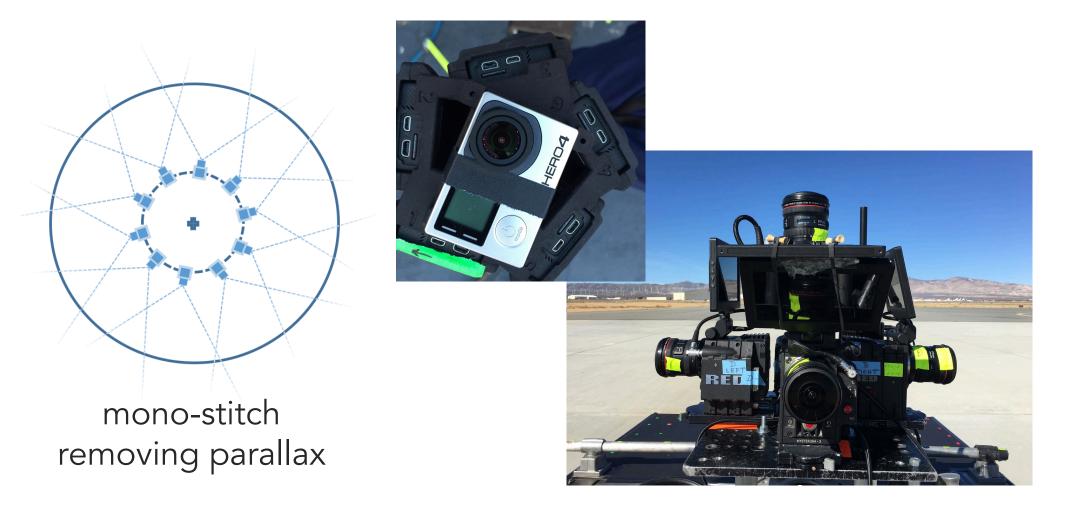
F



Converged at 1m

Monoscopic cameras – design considerations

œ



Stereoscopic cameras – design considerations

B



ΥΙΗΔΙΟ







JAUN1





Lytro Immerge

F.



We covered

- 360 productions
- Staging in production
- Shot planning and stitching
- Monoscopic cameras
- Stereoscopic cameras
- Lightfields and volumetric capture

FOUNDRY

imagination engineered