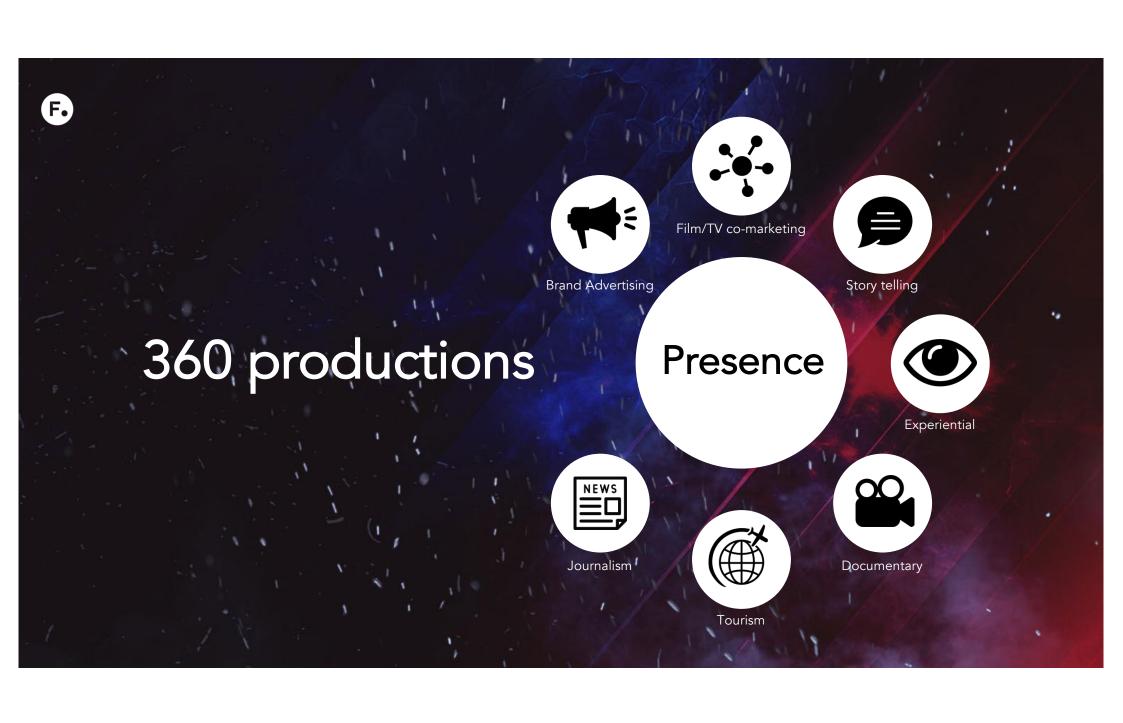
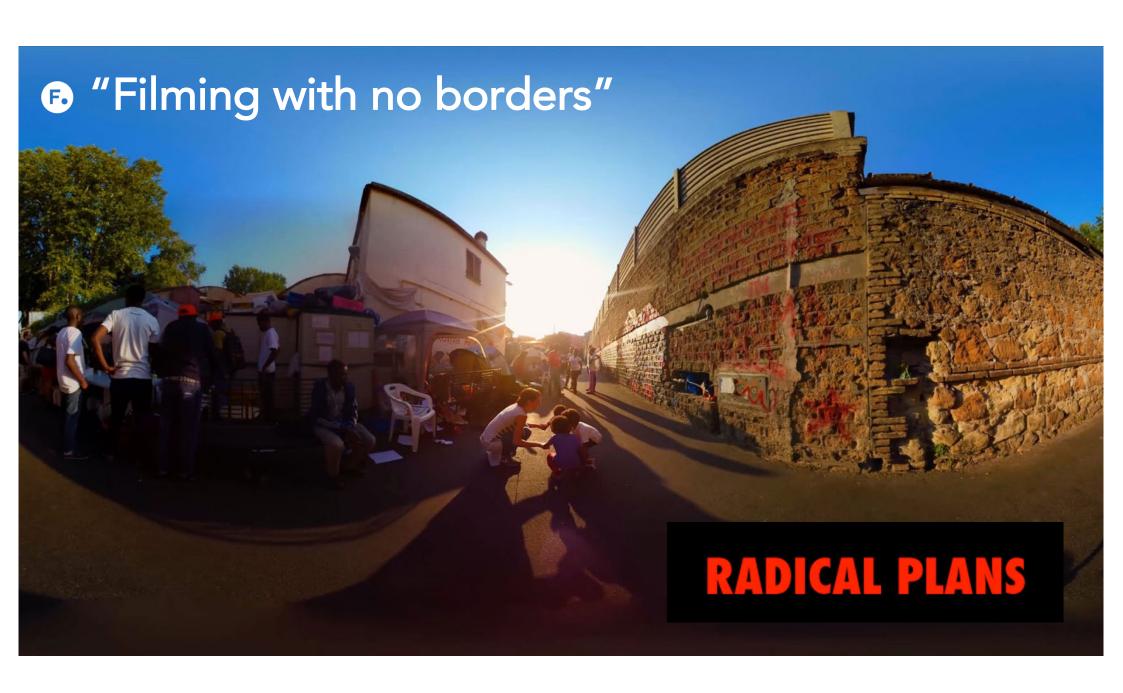


# 360 Video Cameras in Production

Jonathan Starck Head of Research, Foundry

**FOUNDRY** 





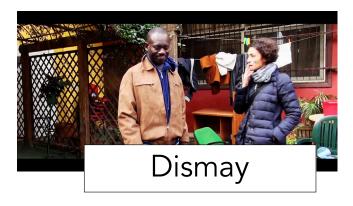
#### E

#### Shot planning – staging is critical







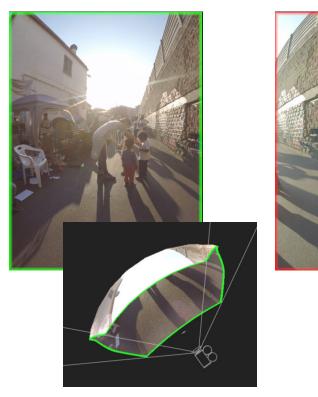


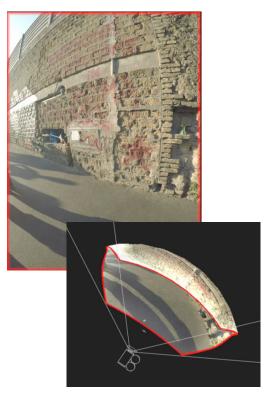




... but not always possible

#### Shot planning – impact on image stitching







Converged at 10m

#### Shot planning – impact on image stitching

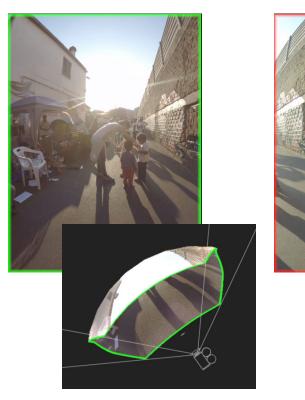


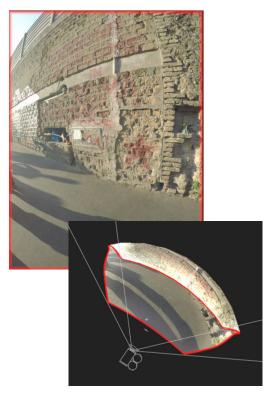




Converged at 2m

#### Shot planning – impact on image stitching

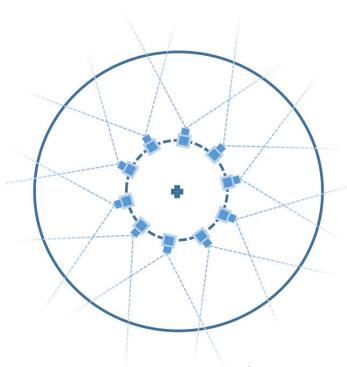






Converged at 1m

#### Monoscopic cameras – design considerations



mono-stitch removing parallax

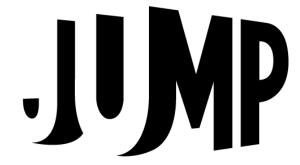


#### Stereoscopic cameras – design considerations



## YIHALO





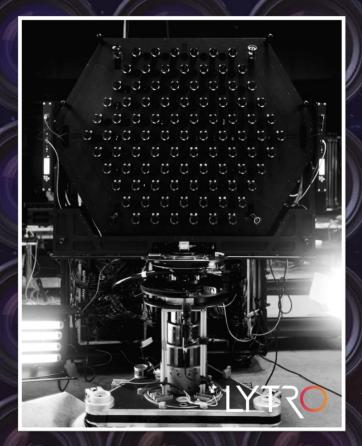








### Lytro Immerge





#### We covered

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

