Dome3D 360 Video Capture and Production Training Outline

Instructor Information

Instructor:	Matt Mascheri
Telephone:	*630.660.8239*
E-mail:	Matt@Dome3D.com
Skype:	mattmascheri

Overview

This hands on 5 day training session will cover the foundations of 360 video capture using the Freedom360 immersive camera capture system. It is meant to provide a solid foundation for immersive video capture using in-house developed methods, best practices and industry standards. System setup, video capture tests, processing, stitching, post work and output for specific media systems will be covered.

Objectives

By the end of this training session the participants will be able to:

- Update GoPro camera firmware and configure the wifi settings for proper operation

- Configure the GoPro cameras for proper video capture using the F360 mount(s)

- Become familiar with the various Freedom360 mounts - F360, Explorer+ (if necessary)

- Become familiar with the various hardware and gear that can be used in 360 video productions

- Set up the GoPro cameras and mount(s) for a 360 video capture session

- Conduct a 360 video capture session

- Download, organize and rename footage files properly

- Understand the concepts of video stitching in Video-Stitch or Autopano Video Pro

- Understand the concepts of using the stitching software PTGui or Autopano Giga

- Prep F360 footage in After Effects and warp footage with the Navegar AE plugin (if necessary)

- Output footage for specific fulldome system, online or HMD (head mounted display)

- Conduct a filming, stitching and output session on their own prior to the end of the training

Gear Instructor will bring

- F360 Kit and necessary gear for filming

- Laptop with all necessary production software

Typical Training Session Outline – Will be Modified as per Customer Needs

Monday
Discuss customer specific objectives
Unbox system components
Download firmware - update cameras
Review wifi settings – app and remote
Update camera settings for 360 capture
Sync with wifi remote
Charge batteries
Prep Explorer+ mount (if applicable)
Begin stress test on the cameras
When cameras die, pull footage and test
Recharge cameras for next day

Tuesday
Best Practices for Filming - Day One
Visual sync vs audio sync methods
360 filming vs fulldome filming methods
Begin test shots with camera locked down
Offload footage
Prep files
Test stitch

Wednesday
Filming in motion - car / water taxi / other vehicle(s)
Film with ND Filters
Work with other kit accessories
Test stitch

Thursday
Stitching and processing day
Work with either Kolor and Autopano Giga / VideoStitch and PTGui
Import footage into After Effects and work with Navegar Fulldome Plugin

Friday
Q&A & review day
Test footage in Oculus Rift / Durovis Dive / other HMD
Kolor Eyes Desktop overview / Video Stitch desktop player
Ensure that all components are ready for customer final acceptance

Notes:
Customer should have Adobe After Effects installed prior to training
Customer should allow access to dome (if necessary)
Customer is responsible for securing any filming locations (if necessary)