

Experimenting With 360 Video (#MCJ360)



Immersive Storytelling in 360 Degrees

Research and experimentation in developing fiction, non-fiction and journalism storytelling techniques using a 360 degree video medium.



Projects

- Introduction to TV Studio crew stations
- Studio during production of *Fresno State Serves* talk show
- Studio during rehearsal of *Fresno State Focus* newscast.
- Crime scene drama

Challenges

- Editing already stitched Gear 360 videos
- Miss-aligned stitches
- Low resolution of uploaded 360 video
- Editing with Oculus Rift headset

Findings

- Subject must be very close to camera
- Camera needs to be chest height for less distortion of subject
- Attention can be guided by movement of characters
- Change viewer's focus with scene changes that editing to shot from new camera location
- 2018 version of Adobe Premiere needed to edit
- Record audio using wireless mics and digital audio recorders
- Hide camera operators or make them part of the scene
- Use multiple cameras to cover live events
- Position camera so stitches are not on important visuals
- Phone operating 360 camera needs to be within 10 - 15 feet

MCJ 360 YouTube Channel: <https://goo.gl/hnaukH>

