HOW TO:
VR Video Capture

How to Use the YI 360 Camera for VR Video Capture:

1. Charge the camera (or make sure it is charged) by plugging it into an outlet for at least 6 hours, prior to using it.
2. Make sure an SD card is loaded in the proper location in side panel of the camera
3. Turn on using large, round button on the other side of the camera
4. Ensure that "Stitching" is turned ON on the menu (located on the screen on top of the camera)
5. When you're ready, record by pressing the red button on the front of the camera

How to Record Using the YI 360 App:
For increased functionality, we recommend downloading the YI 360 App (search "YI 360 VR Camera" in the App Store). This enables you to use your phone as a remote to start and stop recording, manipulate audio, preview clips, and do some light editing within the app.

1. Download the YI 360 app on your smartphone
2. Pair the YI 360 camera with the app via the camera's WiFi. Access the camera's WiFi network by scrolling to "WiFi" on the menu and pairing your phone.
   a. The password to the network is "1234567890"
3. Press the "+" button on your phone, within the app. You should be able to see what the camera is "seeing" on your phone screen.
4. From the app, you are able to start and stop a recording, manipulate audio capture, see the battery life of the camera, and various other recording and editing functionalities.

1. Connect YI 360 camera to your computer. Once it is connected, select "File →
   Import" in Adobe Premiere.
   a. To import a single file: Locate and select the file, then click Open.
   b. To import multiple files: Hold down the Control key to select multiple files,
      then click Open.
   c. To import a folder of files: Locate and select the folder you want to
      import, then click Folder. A new bin is created in the Project window,
      containing the contents of the folder.
2. Make sure the footage is imported in "equirectangular" format. The YI 360
   camera will auto-stitch the footage and this enables you to edit 360 video like
   you would edit ordinary video.
3. You will use VR-specific effects in Adobe Premiere Pro, which can be accessed
   by searching 'VR' in the Effects menu. These are much like regular video editing
   effects, just formatted for 360/immersive video.
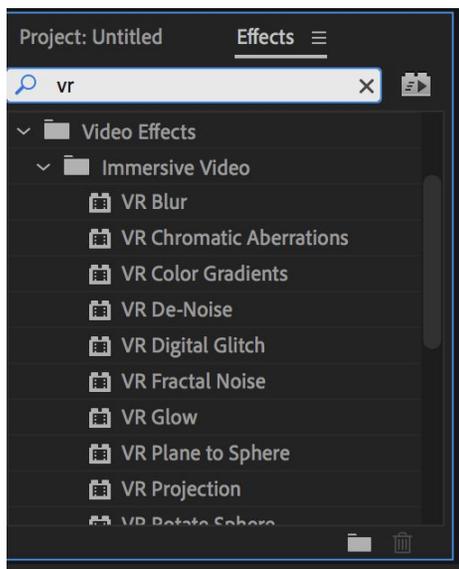
4. Add the '360 view' button to your button menu by clicking on the 'button editor'
   icon in the sequence editor. This allows you to preview your footage as it will
   appear in 360 view.
5. All 360 footage has a set distortion point, but this can be changed using the
   'offset' effect accessed from the VR effects menu. You use this tool to shift the

center viewpoint (keep in mind that your footage is in panorama and POV is not fixed, but you are able to 'guide' your viewers with this effect).

6. Layering Audio and text is a similar process to standard video, but you will need to manage the effects using the VR-specific tools.
    a. Alt-click to copy, apply effect to one layer but not the other

WondaVR User Installation Guide

UNC Chapel Hill has a campus license for Wonda VR, software that can be installed on any faculty, student, or staff machine. This guide will help you get the software up and running. (Please note that the campus license is not to be shared outside the University without express permission.) In addition to these instructions you will need a file just called wondavr that came in the same email as this document.

Create a Wonda VR account

Go to the Wonda VR website - https://www.wondavr.com/
Create an account by clicking "Get started" button to go to the registration page, then fill out the form. (If you already have an account, you can install the software on a new computer, or get a link to download the app for mobile devices, etc. at:
https://www.wondavr.com/quickinstall/)

Download the Software

Install the Wonda VR app on your computer (Windows or Mac)
Launch the application and you'll have the free version of the WondaVR app. (You do not need to log in.)

Get the Campus License Set Up

For Windows:
- Go to File Explorer and go to This PC > Windows (C:)
- In the View tab, check the "Hidden items" box to view ProgramData folder i it isn't already visible
- Right click and Create New>Folder
- Call the folder com.wondavr.WondaVR (**make sure the capitalization is correct)
- Take the file from the instruction email just called "wondavr" and put it into that folder
- Then restart the WondaVR app and it should say "Campus" at the top (instead of "Free")

For Mac:

- Open Finder and in the toolbar at the top of your screen, click Go > Go To Folder
- Type in ~/Library/Preferences (**Make sure you are in the hard drive /Library and not your user /Library folder)
- Create a folder File>New Folder
- Call the folder com.wondavr.WondaVR (**make sure the capitalization is correct)
- Take the file from the instruction email just called "wondavr" and put it into that folder
- Then restart the WondaVR app and it should say "Campus" at the top (instead of "Free")

Remember: you should always scrub any sensitive information such as medical, student, or financial information before publishing your material or uploading it to the web or to the cloud. This is true of Wonda VR, just as with any other application.

Additional Information
Help Center: http://help.wondavr.com/
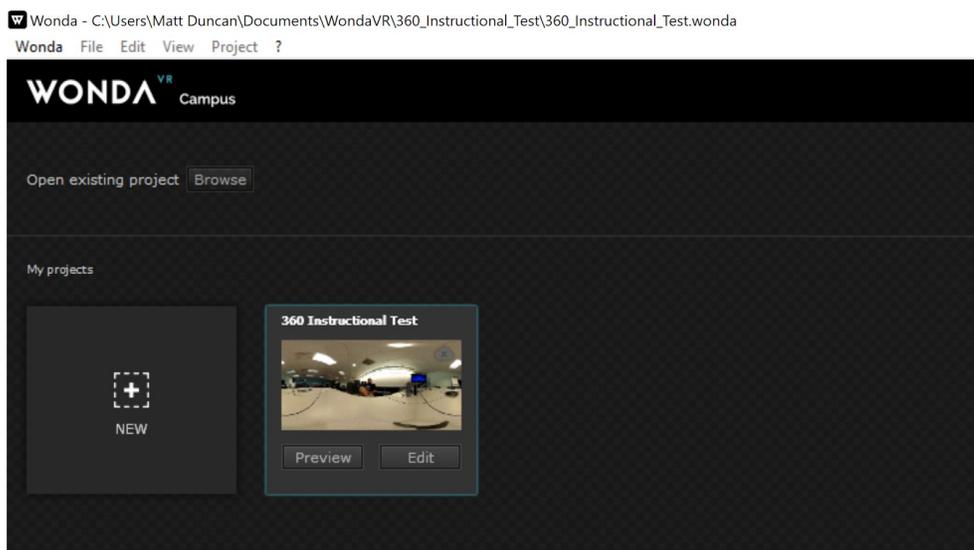Video Tutorials: http://help.wondavr.com/videos
Articles: http://help.wondavr.com/documentation

If you have any questions, please contact arvr@unc.edu

HOW TO:
Create and Edit Sequences in Wonda VR (Basic Information)
1. Log into Wonda and select "Create New Project."

2. Import your media either by dragging and dropping files into Wonda or by going to "file>import media" in the top menu.
3. Drag 360 Video clips and Photographs to the Storyboard from the media tray to begin editing sequences.
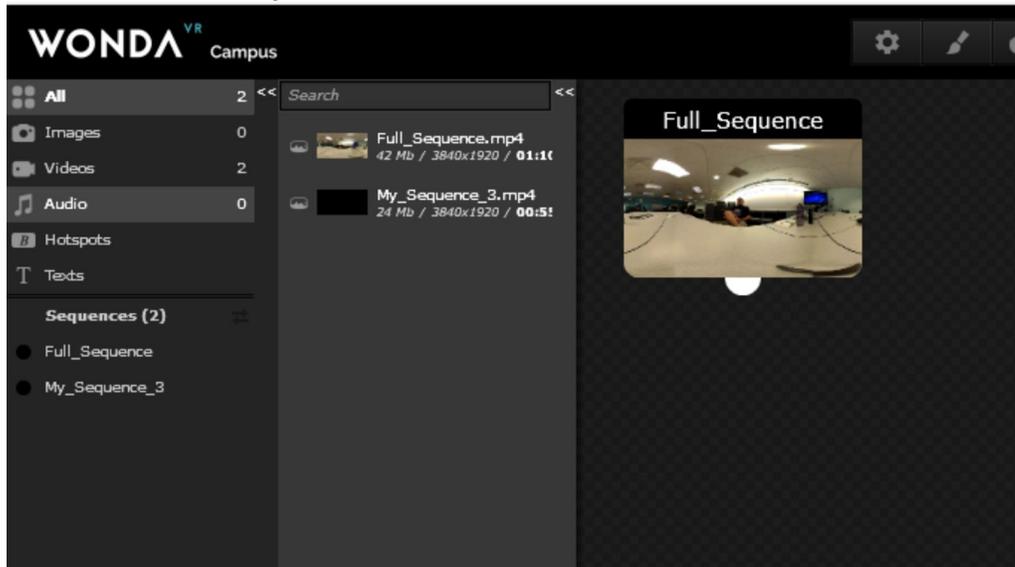

4. Right-click any sequence to designate it as your "home sequence." This is where your experience will begin for your audience, so make sure you are sending them where you want them to start.
5. Click and hold the bubble at the bottom of your sequences to create connections between them; this will create a hotspot within each sequence that can be set to trigger based on timing, interaction, or conclusion of a sequence. You can manage these connections by double-clicking sequences and opening the sequence editor.

/ondaVR\360_Instructional_Test\360_Instructional_Test.wonda
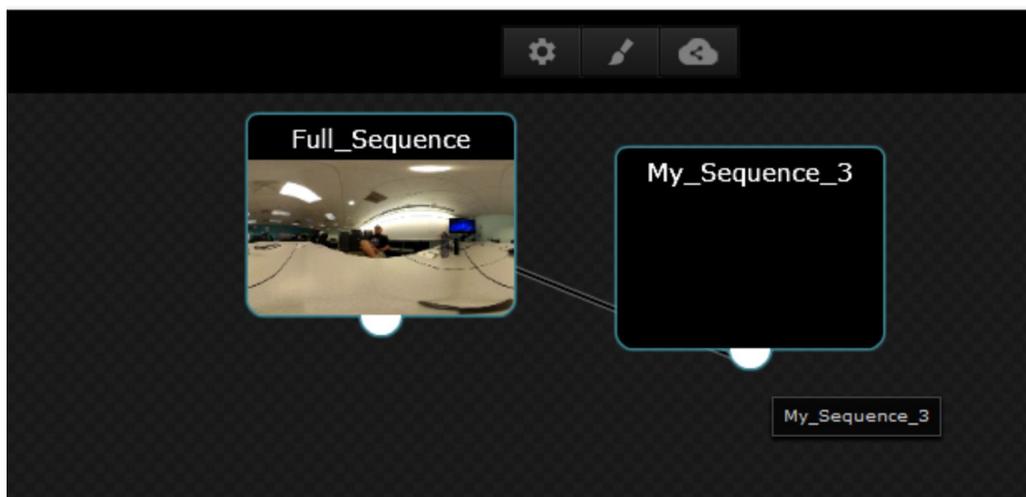
6. Once you've created a connection on the storyboard, you can specify how you want that connection to work in the sequence editor. Within the editor, click the red square to view the hotspot properties for any connection drawn in the storyboard. You can specify when, where, and how an interaction will occur. This is important for controlling the flow of your experience.
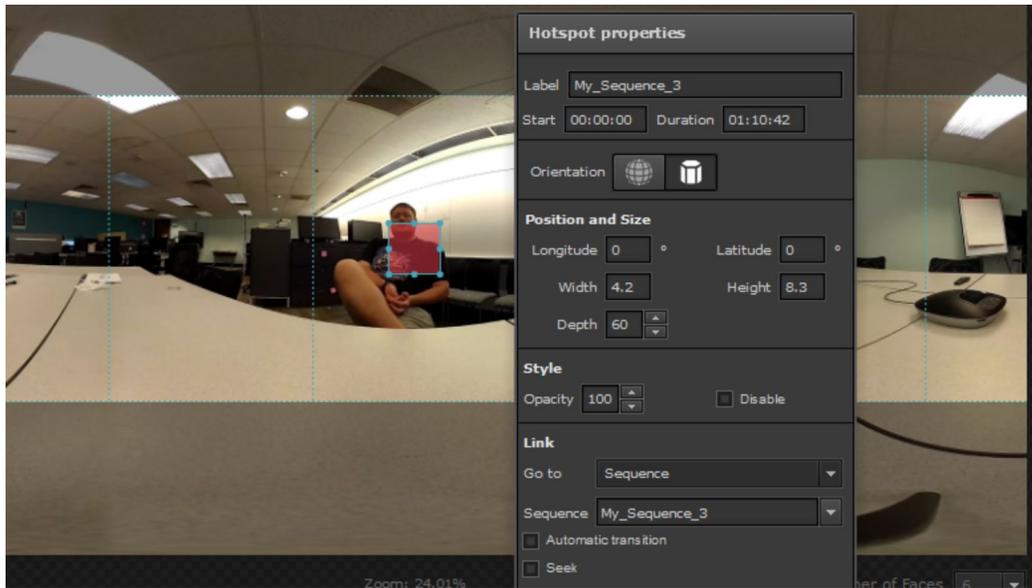

7. Different kinds of objects, interactions, and audio media can be timed to activate in your sequence's timeline. At the bottom of the sequence editor, you can manage timing and add additional objects and hotspots.
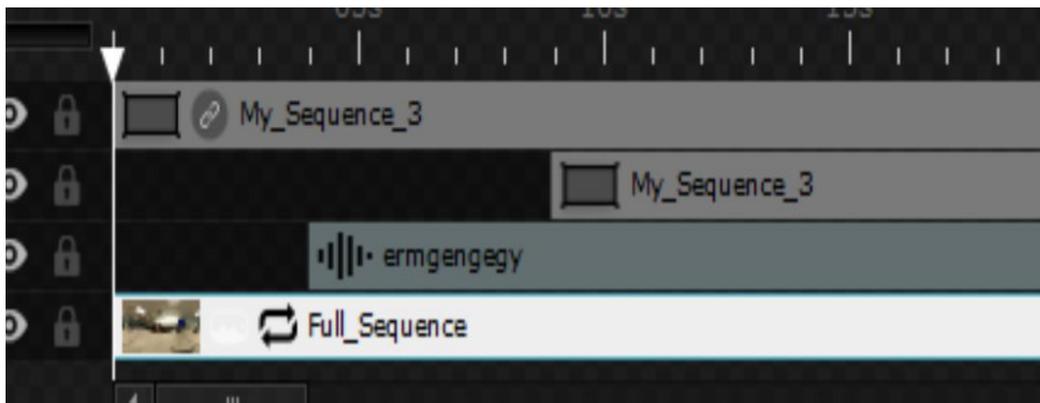
8. You can add text boxes to denote interactions or features of your sequences. To do this, select the text icon from the media tray on the left and drag it into your sequence. You can then double click the text box in the properties menu to manage font, style, color, and alignment. Text boxes can be managed on the timeline to appear and fade out at desired intervals.
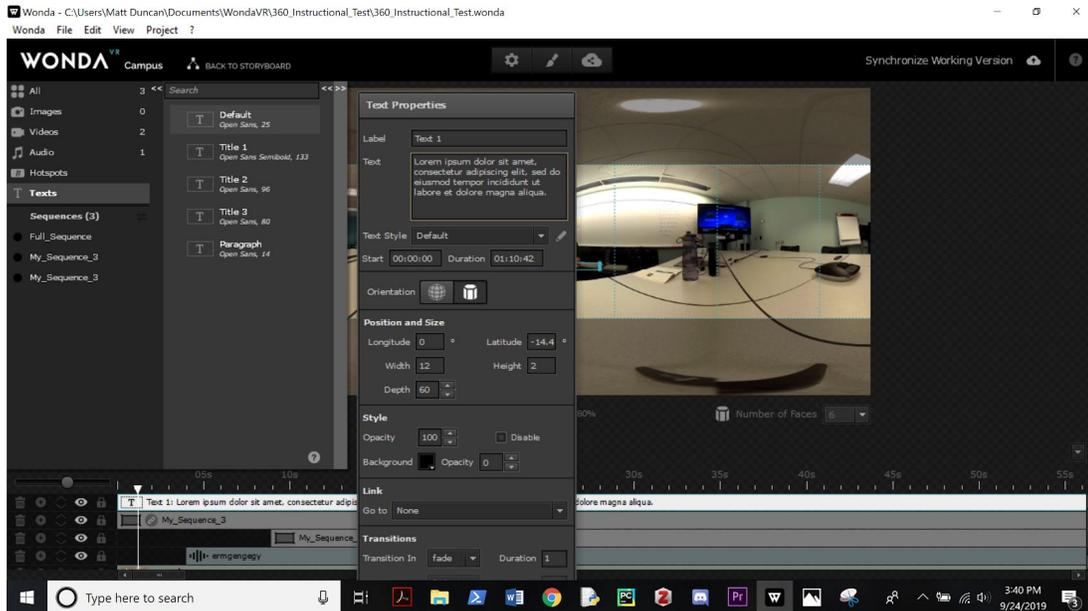
9. Once you are ready to see what your experience will look like in VR, you can click the preview button just above the timeline to view the experience in your browser. Wonda VR requires Firefox for previewing experiences in the editor, but they can be shared and viewed in other browsers via link.
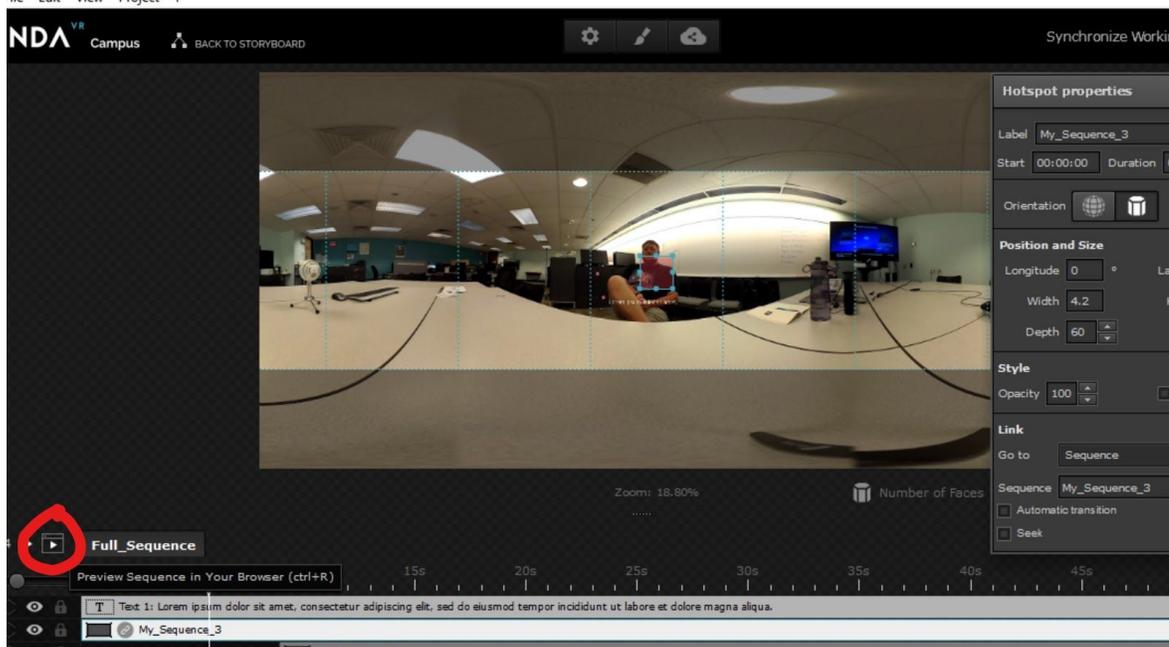
10. If you are satisfied with your experience and are ready to share it, click the share icon at the top of the screen to generate a link to your experience. Remember to sync any additional changes and save often as you work.