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Period 2

360 Camera NFL Artifact essay

My computing innovation are 360 degree camera angles for viewers at home to get the game at every angle. In the artifact, it shows just how many cameras it takes to connect to make one whole 360 angle. Towards the end of the picture, it shows pictures of multiple angles of how people will see the 360 camera. The overall purpose is to attract more viewers to the game because people love cool new things that are on T.V..

The computing development that is shown by my computational object are 360 degree cameras inside of a live NFL stadium. Intel is using technology to create a reality inside the homes of average football fans everywhere by showing you every angle and every play.. The artifact attached with this starts by going through all the regular functions as the normal HD single cameras but uses a variety of angled positions to put together. With all the cameras working together to seamlessly stream this information back and forth. Intel then develops and pastes together all cameras to give you the best ones., and that this is a growing industry for young people, and seems to be on the move to grow even more.

One beneficial effect that the new cameras will have is that they will make the games so much more interactive and fun to watch. This will create more interest in the sport of football and a ratings hike. One bad effect that the new cameras will have is people will become addicted to NFL Football and get head trauma and get vision cancer.

### Sources

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