Virtual Reality for the Web: Create a 360° VR Photo Tour

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Virtual Tour App & Tutorial Developed by by Shalini Sejwani

Outcomes

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- Create a virtual gallery of 360-degree photos that can be viewed in a VR headset.

- Publish the project on Github for public viewing.

- Take 360-degree photos with a Ricoh Theta.

- Gain exposure to the [A-Frame](#) framework for developing WebVR experiences

- Learn how to get help and go deeper into WebVR development.

Demo

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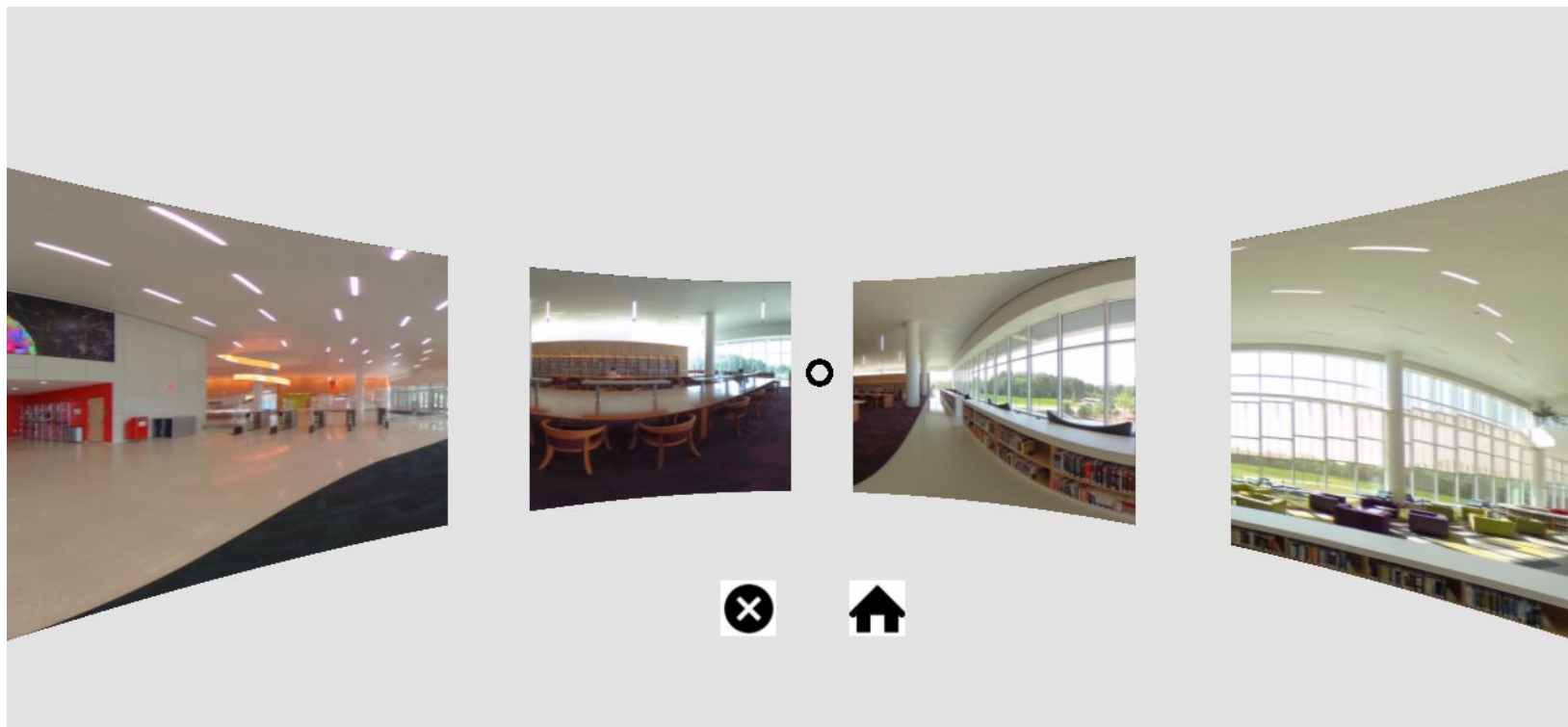
Taking 360 Photos

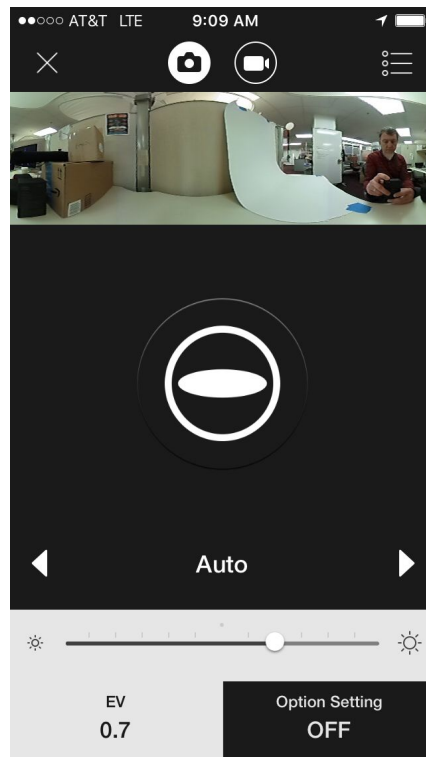# 360° Photography

Ricoh Theta S 360° Camera

Camera - Theta S https://theta360.com/en/support/manual/s/
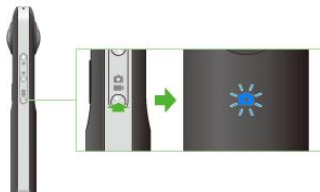
Shooting with App

Shooting without App

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1. Turn on the power of the camera

2. Press the shooting mode button to select the still image capture mode

- 📷 lights.

3. Position the camera
  - Position the camera as upright as possible.

4. Press the shutter button

- The still image that is captured is saved in the internal memory of the camera.
- When shooting just with the camera, the image size is 5376 x 2688.
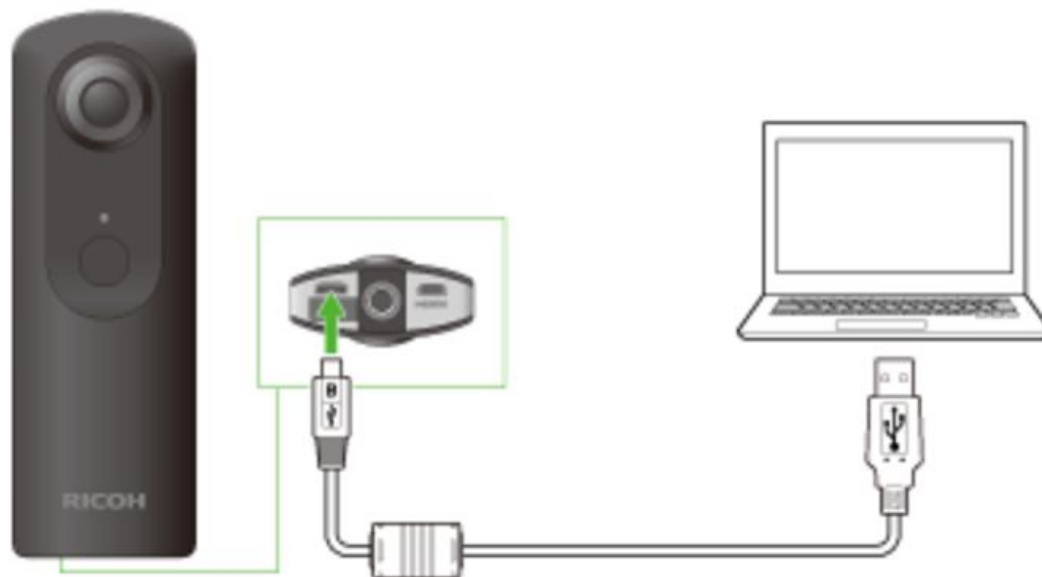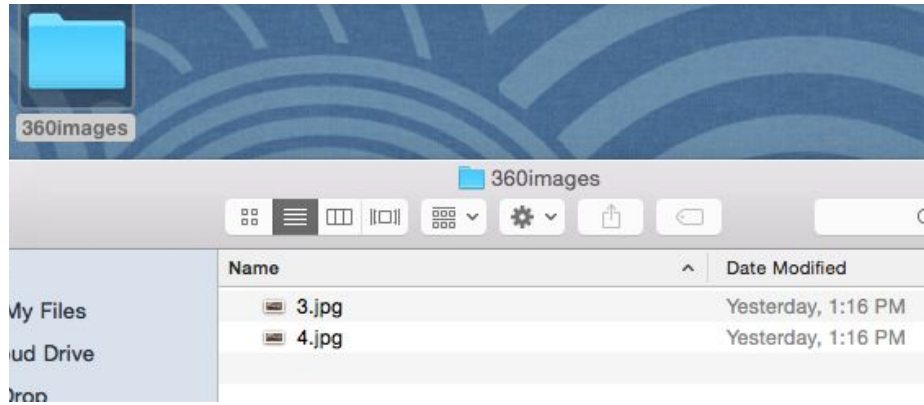
Transferring to Computer

Photo Naming and Location

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- Drag the photos that you took to your computer desktop.
- Create a new folder called **360images** on the desktop. Put the photos in there.
- Choose your two favorites.
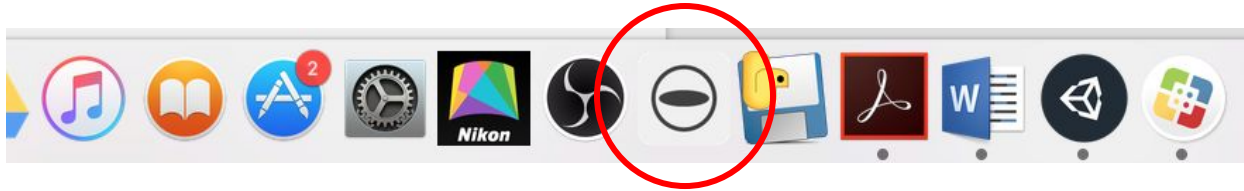- Name them 3.jpg and 4.jpg.
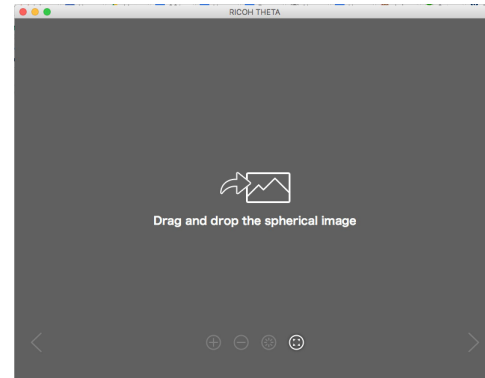- Make sure "jpg" is lower-case.

Equirectangular Format

5376 x 2688   (2:1)   JPEG
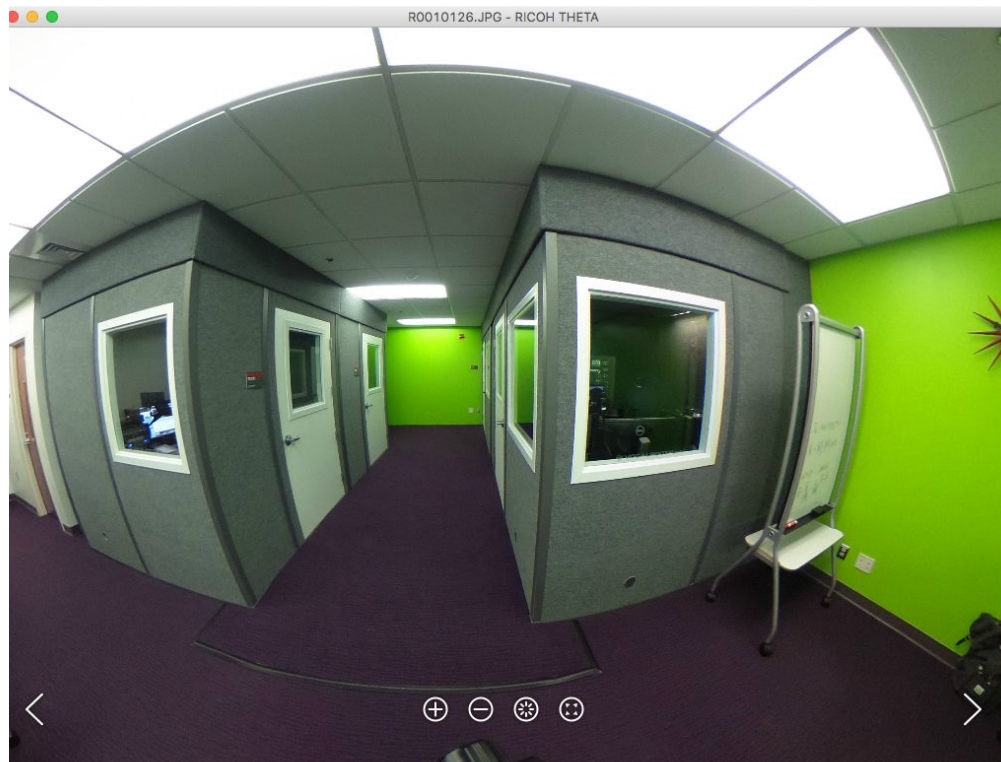
View in Spherical Format

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Open the Theta app.

Drag the downloaded image file into the app window.

R0010126.JPG

View in Spherical Format

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Add Photos to VR Gallery App Using A-Frame

A-Frame
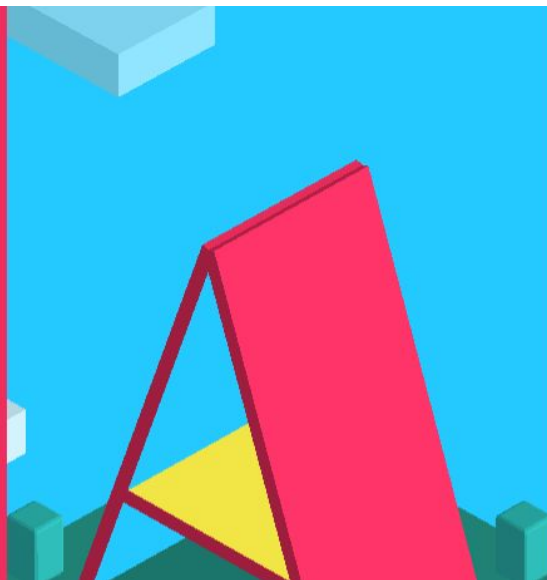
Files and Instructions

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go.ncsu.edu/360vr