Storytelling in 360

CS11SI: 10/30/2018 with Hope

Download Samsung Gear app!

Why VR? Why 360?

Let's consider a few examples.

- Place-based stories
- Stories told in the round, immersive theater
- Stories where being in the center of complex action is helpful
- Taking on a perspective

NYT: Curling in 360.

Place-based environmental journalism. Here's a <u>project</u> I did last year.

Dane walks around SF.

Documentary! Travel! Exotic places!



Danger! Adventure! Climate!



Politics! Art!





Overview of Equipment

- Consumer grade cameras: what do they do?
 - Samsung Gear 360: best all around choice.
 - Ask me about other cameras if you actually care
- Tripod
 - Small footprint is key to avoid work in post-processing
- Audio
 - Built in audio is ok, but spatial audio is better
 - I use a Zoom H2N. It's cheap, good quality, and very reliable.

My Equipment

- Kit with a Samsung 2016, old Samsung Phone, and Zoom H2N: \$400
- Samsung 2017: \$200 (lots of deals)
- Chickenfoot: \$180
- External drive (bc files are huge): \$90

Options at Stanford:

- Rabbit Hole equipment lending
- Audio, tripods, storage from Stanford ARTS lending library

Orienting the camera

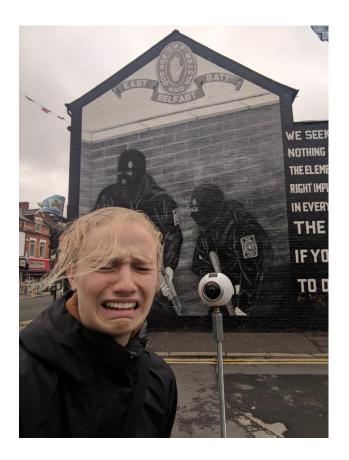
- Stitch lines to the main light source for even lighting
- Main action in middle of lens to avoid stitch lines
- Shoot for at least 30 seconds
- If you want to see details, you need to be REALLY close.
- Don't move the tripod (unless that's the point)
- Eye level unless you want a specific forced perspective
- Put the tripod in the center of the ACTION when possible!

Tripod stuff

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Practical issues!

- You can't fully supervise your camera, unless you plan to be in the story
 - When you hide, it pays to have a good app
 - o Ben C Solomon story
- If you put it in the center of the action, it's in the center of the action...
- People are curious!
- Your tripod can fall over.
- People can steal your camera.
- The elements can be rough.



CHALLENGE:

Tell a story in 3 shots using what we have learned.

5 minutes: plan

5 minutes: shoot

5 minutes: upload files, wipe card, return equipment

Max time: 1:30.

In the app:

- Can change ISO, timers, etc
- Make sure to stitch the videos on the phone before uploading files to the computer!
 - Stitched files are equirectangular-- all image.
 - Unstitched thumbnails look like two circles on black.

Production

Your options are ever-expanding!

Premiere is at the forefront. FinalCut is doing alright, too.

Make a plan for storage: raw files are ~1 gb per minute!

Adobe has great VR workflow guides.

Things you can do in post

- Rotate sphere- adjust horizon and "front" of image.
- Text. Effects of this: <u>Shine or Be Mad</u>: Action with effects and subtitles
- Transitions/dissolve
- Reorient audio
- Give attention cues...

Delivery notes

- It's hard to get people to put on a headset (duh)
 - If you post something on Facebook, it's going to be watched with no sound
 - Hence, you'll probably need subtitles
- YouTube is the most accessible delivery method right now
- Facebook is 360 video compatible too

Related: what do we do with this stuff? Hm... unsolved.

Want more?

Classes at Stanford:

- VR Journalism with Geri Migielicz
- The Idea of VR with Matthew Smith... and more!

Get involved with Rabbit Hole VR. We have several 360 video projects happening this year!