

# Storytelling in 360

**CS11SI: 10/30/2018 with Hope**

**Download Samsung Gear app!**

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**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 [project](#) 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
  - 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: [Shine or Be Mad](#): 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!